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APRIL 1997

ISSUE #96

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# ULTRA GAME PLAYERS

No. 96

APRIL '97

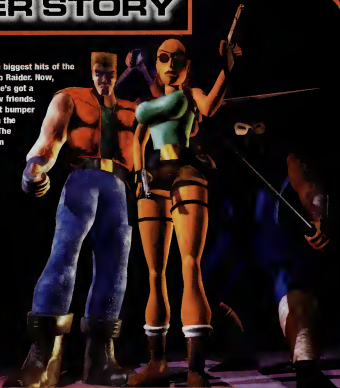
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## COVER STORY

Core had one of the biggest hits of the past year with *Tomb Raider*. Now, Lara's back, and she's got a whole bunch of new friends. Check out the latest bumper crop of games from the Core design team! The adventure begins on page 24.



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100

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no cats were harmed in this section... we think...

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### TUROK: DINOSAUR HUNTER

Take aim at dinosaurs and more in this hot new title for the N64!



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MECHWARRIOR 2



G-NOME



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### EDITOR CHRIS SLATE

April is usually a slow time of the year for videogames, but you wouldn't know it by looking at this month's issue! We've got brand new material on the hottest upcoming Nintendo 64 games, like *Zelda*, *StarFox*, and *Yoshi's Island* games. Plus, we delve into the darkest regions of *Turok* to find out which is the ultimate 64-bit shooter.

Heading up our PlayStation, Saturn and PC coverage is our cover story on Core design's new projects, *Ninja*, *Fighting Forces*, and a little something called *Tomb Raider 2*. These games are scheduled for all three of those platforms, so most everyone will be able to get in on the gaming fun.

Here's a little inside info from behind the scenes here at *ULTRA Game Players*: our monthly disc editors are cooking up some super cool new ideas, and will be completely redesigning the ULTRA GP Disc for the June issue! You can look forward to a much smoother interface, with jazzy new graphics and loads of departments, stuffed with more exclusive info than ever before! We're still going to be the only gaming mag to give you exclusive, high-quality videogame movies as well as PC and Mac game demos, but in the future you can also expect to see interactive strategy guides, interviews with game designers and tons more! And, we even hear word that some guy named "Gazuga" may also make an appearance... Have fun and enjoy the issue! >>> C.S.

## THE TEAM



### chris slate

chris.slate@qm.imagine-inc.com

What Editor Chris Slate wants in *The New Guy* is either a point guard or a power forward, so Chris can score more and maybe get a shoe endorsement.



### roger burchill

roger.burchill@qm.imagine-inc.com  
Reviews Editor Roger Burchill is looking for A New Guy who's got a convertible, so he can chauffeur Roger around Brisbane when Rog is in his 'Hey, Look At Me — I'm Someone Really Important!' mode.



### mike salmon

mike.salmon@qm.imagine-inc.com  
Preview Editor Mike Salmon isn't looking for A New Guy who can play basketball. 'We really need a scorekeeper,' says Mike. 'Besides, I'm the one who deserves the shoe endorsement — not Chris.'



### bill donohue

bill.donohue@qm.imagine-inc.com  
What Managing Editor Bill Donohue wants in A New Guy is simple: 'When it gets to be beer-thirty around here and I say 'Who's buying?', the new guy should just open up his wallet and start paying!'



### the new guy

???@qm.imagine-inc.com  
While we haven't selected anyone yet for this position, right now it looks like we need a wealthy guy with a convertible, who can add numbers and slam dunk. Oh, yeah, he should be able to write, too.

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ULTRA game players utilizes a resario  
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# THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games,

but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA Game Players** Disc.

On the disc, which works with both Apple Macintosh and PC compatible, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and

Mac titles. Read the print magazine, check the web site, and view the disc to get the full Ultra Game Players impact. Questions regarding subscriptions should be sent to

**subscribe@imagine-inc.com**  
Faulty disc/subscription questions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.



## VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Final Fantasy VII	Nanotek Warrior
Amok	NBA Hangtime
Broken Helix	NBA Shootout
Command	Peak
& Conquer	Performance
Descent	Psychic Force
Maximum	Rage Racer
Diablo	The City of
Die Hard Arcade	Lost Children
Doom 64	The Divide
Grand Slam	Toshinden III
Baseball	Turok: Dinosaur
Independence	Hunter
Day	Vandal Hearts
J League	Vip Baseball
Perfect Striker	Wipeout XL
MechWarrior 2	Music Video



## PLAYABLE DEMOS

### PC

**Enemy Nations:** Meet really interesting people on the Internet, then build big tanks and show the peeps who's boss!

**Lords of the Realm II:** Propel yourself into the intrepid life of thirteenth century England. Peace was rare and combat was brutal!

**Redneck Rampage:** Leonard and Bubba gotta get back Bessie, their prize-winnin' pig, who's been abducted by aliens!

**Robotron X:** In 2084, scientists perfected the Robotrons, who soon began a genocidal campaign to rid the world of anyone with a heartbeat!

**X-Car:** Push the envelope of racing technology while you redefine the high-speed sport of competitive driving!



**Robotron** - If you've got a heartbeat, then these tin men are out to get you! Can you survive?

### Mac

**Exile III: Ruined World** is the triumphant conclusion to the Exile trilogy, a massive epic with a fascinating plot, and beautiful graphics and sound.

**Step On It!** You're trapped inside a zany, toy-like world! You've got to get to the door, but first, you have to get the key!

**Weekend Warrior:** Enter a challenging 3D arena. Cash and prizes can be yours by escaping traps, and pummeling other contestants into submission!

**Soleau Software:** Soleau Software is an innovator of educational, non-violent strategy logic games that give hours of fun.



**Weekend Warrior** - Beat the crap out of your friends and win valuable prizes!

## SEGA BEDS DOWN WITH

# BANDAI



Bandai Digital Entertainment is the division of Bandai responsible for the Pipplin. Be sure to look for these people to figure prominently in the future of the new company.

*Will this merger create a 'formidable force'?*

**S**ega and Bandai have announced that the two companies will be merging their world-wide operations. Is this the power partner Sega needs or is this just a rash attempt at putting off the inevitable?

With the recent announcement of the Bandai/Sega merger, both companies claim they will become a more "formidable force in the business of entertainment".

Bandai traditionally has been one of the largest toy companies in Japan, as well as holder of many of the most lucrative licenses in the Japanese market. Bandai is contributing a number of valuable licenses to the new company (which will keep the Sega name) including: *Power Rangers*, *Sailor Moon*, *Macross* and *Dragonball Z*. With all of these valuable properties, Bandai has been itching to get more of a foothold in the interactive entertainment industry. With the launch of the Pipplin, Bandai took its first steps into the larger world of videogames.

Sega, of course, brings its tradition and history within the videogame industry to the deal. To sweeten the pot, it also brings its valuable *Sonic* and *Virtua* series licenses that will undoubtedly be parlayed into major merchandising properties once the Bandai popularity machine gets working on them. Interestingly enough, Bandai has the almost Midas-like ability to turn almost any piece of garbage into gold (e.g. *Power Rangers*). Seeing as the Sega properties already enjoy world-wide recognition, it should take very little effort to make them add to the bottom line.

With the Pipplin and the Saturn already on the market, analysts are predicting that support for both machines will continue over the course of the next year or two. Given that both companies have placed such a major emphasis on Internet connectivity with their current machines, the next machine from Sega/Bandai is expected to combine further Internet connectivity, cutting edge videogame hardware and possibly DVD.

Following the announcement, both of Sega's competitors expressed little concern. Nintendo immediately issued a release stating that it 'had no worries' regarding the situation, while Sony simply said it was surprised by the marriage. Investors were torn on the subject. Considering that stockholders in both companies still have to approve the merger, the fact that Sega's stock began to slide



Among other things, Bandai owns the *Voltron* license, as well as many other important anime licenses.

immediately following the announcement doesn't help its cause. Bandai's stock saw moderate improvement after the announcement.

News agency Reuters spoke to Yasuo Imanaka, an analyst at Okasan Economic Research Institute: 'I don't think the new firm can beat Sony's PlayStation in any way. It's hard to see merit in the merger. Both companies have problems in similar fields.'

But Masahiro Ono, an analyst at Credit Lyonnais Securities offered: 'The merger will provide Sega certain competitiveness in next-generation game machines.'

The merger will be complete on October 1, 1997, but until that time, both companies will operate independently. The short and long term effects on the US market are likely to be minimal. The Japanese market, however, is likely to see a lot of new games based on the Bandai licenses (which obviously aren't as popular in the US). Furthermore, expect to see more toys and possibly even cartoons or movies based upon the Sega properties.

**ULTRA Game Players** will keep its eyes open for further developments and ramifications of this merger.





SEGA

## GAMEWORKS

## The New Age of Arcades



Gameworks' focus on taking the technology out of the games is part of their mission to bring in new players.

restaurant. What's perhaps most exciting about all of this, however, is the way in which it's all presented. Carefully designed from top to bottom, the Gameworks Center is not the dark, menacing die that people often associate with arcades. Instead, it's a comfortable and accommodating location meant

First things first. According to the folks at Sega Gameworks, the new entertainment center in Seattle is not to be referred to as an arcade, nor are any of its future sites. This is not to say that it doesn't house the absolute state of the art in videogames from companies such as Namco, Konami and of course, Sega. What it does mean is that the first Gameworks center opening on 7th and Pike in the trendy downtown area of Seattle represents the very latest efforts in the world of electronic entertainment including videogames, pinball, e-mail communication terminals and interactive rides. Also present in this 30,000 square foot playground is a full microbrew bar and an affordably trendy

to draw large numbers of people in for long periods of time.

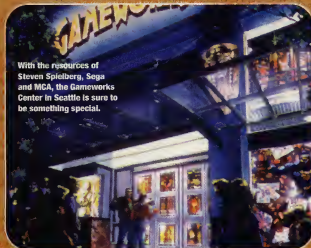
Made up of equal parts Sega, Steven Spielberg's Dreamworks and MCA, Sega Gameworks' mission is to create location-based centers (LBCs) that exceed the efforts of all other arcade ventures in the US. To do this, Gameworks centers will not only have to provide great versions of what an arcade can offer, but also exclusive gaming experiences that are distinctly Gameworks. Of their involvement with Sega in this effort, John Snoddy, Vice President of Design, says, "We meet regularly with their R&D staff in Japan on developing games". Combine the efforts of Sega of Japan, the leading force in arcade entertainment, with the talents and resources of Steven Spielberg and MCA and there is certainly reason to be excited about the outcome. With forces from several different media all coming together on the Gameworks centers, Snoddy feels that they will be able to get not only the kids but also an older group excited about its centers. "We're looking for an audience that have probably never been in an arcade, or if they have, it was probably ten years ago, when they were in junior high school," suggests Snoddy optimistically.

What's most important about the opening of the Seattle Gameworks is that it creates a tangible model for the future of LBCs. Long talked about, and actually in existence in countries such as Japan and England, Gameworks-style centers do not yet exist in the US. Their emergence could just represent the final nail in the coffin of the traditional arcade, which has been losing popularity for years. Perhaps, after all, the arcade industry simply needed a shot of 'bigger is better' thinking and Gameworks is the company to make it happen. As to its claims of making this brand of entertainment appealing to the twenty-something generation, the inclusion of micro-brew bars and bar-friendly entertainment, such as pool tables and pinball, is sure to attract an older consumer. The beauty of the center in Seattle, however, is that with 30,000 square feet, different age groups can actually co-exist without incident. If you're in the Seattle area, you owe it to yourself to check this place out.



Gameworks centers are designed to be anything but the dark and forbidding arcade model of recent years.

Innovative use of cameras and projection screens help highlight the best players in the center.



With the resources of Steven Spielberg, Sega and MCA, the Gameworks Center in Seattle is sure to be something special.

## NEWS FEED

• Ion Storm, which was founded by Jon Carmack, formerly of Id Software, has signed an exclusive world-wide publishing agreement with Eidos. The company's next title, which is an unnamed action/RPG for PC based on the *Quake* engine, will be published by Eidos. • Sega is seeking more big name titles. Sega's Bernie Stollar commented: "Resident Evil 2 will come out on PlayStation first, but the Saturn version will be out within one week of that." Stollar added: "Sega is now launching titles simultaneously with the PlayStation. A consolidation has taken place in the third party community and that will add to Sega's strength — not Sony's." • Enix has announced that *Dragon Quest VII* will appear on the PlayStation, and not exclusively on the Nintendo 64DD as previously planned. Enix has denied to comment whether or not the title will come out on Nintendo 64 at all. The announcement has stunned RPG fans, given that the 64DD was partially designed with this title in mind. The *Dragon Quest* series is one of the five most popular series in Japan. • Acclaim announced that it lost \$19 million for its first fiscal quarter. Acclaim has been restructuring its operations in an effort to return it to profitability. Acclaim pointed toward growth in PC, PlayStation and Saturn

continued on pg 14

# WHERE IS

# SEGA GOING?

Can the Sega Saturn still excel in the next-generation console wars?



With the power of titles like *Virtua Fighter 3*, the Saturn is destined to have another solid year in '97.

those numbers. Perhaps the most interesting question of all, however, is whether or not they'll even try to match past successes with the Saturn.

Though no one would argue with the fact that Sega had a strong sales surge during the holiday buying season, most would agree that its success was primarily based on the give-away of three older, but proven, games. In an age where most hardware companies are reluctant to give away even one game, Sega's offer of *VF 2*, *Virtua Cop* and *Daytona* was extremely attractive. Now that there are so many new Saturn owners, what can they expect in the form of support for their new system? According to Sega, they can expect less software this year, but of a higher quality standard (similar to the much-heralded "quality over quantity" method of Nintendo). They can also expect a new emphasis on original titles (not exclusively from the arcade) and increased third party support. Finally, they can expect a version of *Virtua Fighter 3*, accompanied by some form of hardware upgrade which could play an important role in the future of Saturn software. When considered all together, these goals represent a large part of Sega's overall commitment of '97, which is to make Saturn

After a strong holiday season, largely based on the success of the "Three Free" software give-away, Sega of America finds itself in an interesting position. Without the building momentum of a new and promising system, like the Nintendo 64, or the massive installed base of the PlayStation, Sega has some important decisions to make concerning the future of the Saturn. While continued success in Japan guarantees support of the system for some time to come, many gamers in

America, including some Sega loyalists, have simply chosen to pass on the Saturn in lieu of the PlayStation and N64. Though the 1.6 million units said to be in North American homes is certainly nothing to sneeze at, it's nothing compared to the numbers of the Genesis and Super Nintendo. The Saturn will probably never even come close to matching

owners happy to own the Saturn system.

If Sega can deliver on these goals, it will likely be a good year for Saturn owners, but will it be enough to help the Saturn achieve the almost mythological success standards set by the Genesis and Super Nintendo? It's extremely doubtful, and Sega's quieter, more calculated approach for '97 seems to be saying that it's okay with that. It's important to remember, after all, that the 32/64 bit market was never as clear cut as the 16-bit race.

To begin with, the next generation market was clouded with several minor systems, like the 3DO and Atari Jaguar. The strong showing of Sony split the race quite definitively into three parts where the 16-bit race only ever had two major players. The Saturn, no matter how strong the library has been in general, has also yet to see one break-away title like *Sonic* for the Genesis, which makes gamers feel they have to own the system. Titles like *Virtua Fighter 2* and *Nights* have come close, but neither quite did the trick. Perhaps '97 will be the year when such a title finally arises, but even if it doesn't, the Saturn is at very least set to have another solid year, with titles like *Last Bronx*, *Die Hard Arcade*, *Sonic* and of course, *Virtua Fighter 3*. Things could be much worse.

If and when developments break for Sega's Saturn, *ULTRA Game Players* will bring you the news.



Will Sega spend another year banking on arcade translations like *Last Bronx* or finally deliver on some non-arcade exclusives?



1 After the disastrous performance of 32X, will this be the year a hardware upgrade finally works out for Sega?  
2 A new 'less titles, more quality' approach from Sega could be just the thing they need to keep moving forward in the US market.

sales as well as the emergence of titles for Nintendo 64, not least of which includes *Turok*. • Sega's *Virtua Striker* arcade game will be making an appearance on Saturn later this year. The fast-paced soccer title will compete directly with Sega's superlative *Worldwide Soccer* series. • Manga Entertainment is set to launch the new series of *Street Fighter* animation videos. Originally aired on Japanese TV, *Street Fighter II V* focuses on the adventures of the *Street Fighter* characters before many of them acquired their martial arts skills. Released monthly, the ten volume set is available in dubbed English and subtitled. • 3DO has released a patch for its *Meridian 59* online gaming service that nearly doubles the size of the current world. Said a spokesperson for 3DO: 'The world has gotten to the point where it needs to evolve and the way to make it evolve is to add new elements and new areas where nobody has been. Think of it as a new frontier. This has always been in the game plan and there will be further developments.' • Following the release of *Starfleet Academy*, interplay will begin work on a new *Star Trek* game based on the Klingon Academy. The game will use the identical engine as the *Starfleet* title. • Hori and ASCII are releasing one handed con-

continued on pg 15

# FINAL FANTASY VII IS FINALLY OUT

Well, in Japan at least...

**W**hile it's rare that the launch of a new game actually surpasses that of any new hardware system, the amazing release of *Final Fantasy VII* did just that. Exactly one year after its announcement, *Final Fantasy VII* went on sale in Japan on Jan. 31 at 7:00 a.m. And just two days later, nearly two millions units had been sold. Compare that with the three major hardware launches (all of them combined don't reach that number) and you start to realize just how big a deal *Final Fantasy VII* is in Japan.

It's been nearly three years since *Final Fantasy VI* tore through the gaming community with a record 10 million units sold and, on its first two days, it also reached sales figures of two million. However, the big difference between the two is Square's new deal with convenience stores in Japan. Previously the only place to get videogames in Japan was at videogame stores, which made for massive lines on big releases like *Final Fantasy*. This time around, Square made

When a game looks this good, is it any wonder that producers are in the millions?

a deal with DigiCube, in which consumers could pre-order their copy of *Final Fantasy VII* and pick it up at any 7-11. The sales through the convenience stores were already at 1.5 million after two days, accounting for 75% of the total sales. But that didn't stop the lines outside of the gaming stores! There were still those who waited in order to save money (the price at convenience stores was higher), and the stores actually opened two hours early to accommodate all of those waiting in line.

The U.S. will have to wait until September for its *FFVII* launch,



but there is no way that we will be able to match Japan's enthusiasm and obsession. In Japan, videogames are a true mass-market product and, when something like *Final Fantasy VII* happens, the whole country stops. That explains why we're the ones who have to wait for a translation.



Japanese gamers were up by six in the morning to make sure they got their copy of *Final Fantasy VII*. Even with over 1.5 million pre-orders, there were still massive lines at the stores. The stores opened up two hours early to accommodate the lines, but for the most part, everyone got their copy of *FFVII*. Stunning graphics are only part of the reason for *FFVII*'s success.



Combat in *Final Fantasy VII* takes the form of beautifully light-sourced, real time action.

Continued on page 17

trillers for PlayStation RPG games. The controllers' releases are slated for approximately the same time as Square's *Final Fantasy VII* release. • Electronic Arts has bought a stake in Stormfront Studios. Stormfront has been responsible for the development of such EA titles as *Andreotti Racing* and *Madden '97*. Stormfront's founder Don Daglow stated, "This investment is a logical extension of our relationship with EA. The close teamwork and atmosphere of mutual respect between our companies has created an environment in which our teams have repeatedly produced hits, and we look forward to an even closer working relationship as a result of this deal." • *Gex 3D* is in development at Crystal Dynamics. Said to incorporate the exploration and freedom of *Marlo 64*, *Gex 3D* will be appearing by Christmas on most platforms, including PC. • Funco is expecting to open another 40 stores in the next year. Funco, which sells new and used games, as well as game accessories, says the planned growth and strong sales are due to the relative boom in the industry and the emergence of the big three console platforms as mass market products. Minneapolis-based Funco currently operates 188 stores. • Electronic Arts has purchased the use of the *Pebble*

continued on pg 17





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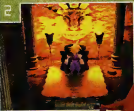
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### What's The Fuss?

These new screen shots should be sufficient evidence to explain why the Japanese gaming community went so insane with the release of *FFVII*. With three discs of RPG glory, *FFVII* isn't just hype. In fact, from what we've played of this game so far, it is even better than you could imagine. The variety, depth, and story are already apparent and that's without the added bonus of it being in a language we can read. Enjoy, because you won't see *FFVII* on these shores until at least September.



Link takes a stroll through the "evil" part of town. Notice the incredible graphic detail in the inn signs, the beer hogheads and the moss-stained shingles on the roof.



1-3 Square has gone to great pains to create a complete world for the story of *Final Fantasy VII* to unfold in. From secret altars, to high mountain tops, no stone has been left unturned, or un-detailed!



## EIGHT LEGS AND HEAVILY ARMED.



You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through



over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you



fight cyber rats, mantises and wasps. Needless to say, you're not an itty bitty spider.



## SPIDER. THE VIDEO GAME.

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Beach Golf Course license. 'The signing of the Pebble Beach Golf Links license is a huge coup for EA Sports,' said Sam Nelson, executive producer of *PGA Tour Golf*. 'In the game, each course is designed using actual course dimensions, resulting in meticulously 3D-rendered replications of the championship links to create a truly authentic golf experience.' • Logitech has bought the force feedback technology being used in many of the newer PC joysticks. The new development was created by Immersion Technologies, which is licensing its knowledge to a number of other manufacturers. • After the release of *Doom 64*, Midway will begin development of *Quake 64* using a similar engine. There is no word of a release date yet. • Accolade has obtained a MLB license for *Hardball 6*. The series has been running for

# OPTIONS

## RATING KEY

- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: Force FX
- COMPANY: CH Products
- SYSTEM: PC
- PRICE: \$249.95

**W**hether in the world of the home-consoles, or in PC gaming, the hot buzzword in terms of game control is force feedback technology. Force feedback allows the player to actually feel physical responses to actions performed within the game. Videogamers can expect a very limited form of the technology from Sony's next PlayStation controller and Nintendo's forthcoming Jolt Pack, but thanks to CH Products, PC gamers can experience the state-of-the-art in home force feedback technology with the Force FX joystick.

Already renowned for the high quality of their Flightstick and F-16 series joysticks for the PC and Mac, the Force FX stick lives up to CH Products' reputation in terms of construction, design, and feel. The grip is modeled after the stick in the F-16 Falcon joystick, and its authentic look and feel is satisfying to utilize. The only complaint may come from left-handed individuals who may have trouble adjusting to the design's right-handed bias. Control is further augmented by two 4-way switches, five fire buttons, trim controls, and a trigger which allow for inputs on a total of 14 functions. The Force FX can also be used in conjunction with CH Product's Pro Throttle to program an additional 20 control functions.

As to the force-feedback features, the six built-in force feedback effects (jolt, vector force, X&Y vibration, spring, button reflex, and buffeting) allow for a staggering amount of combinations of magnitude, duration, direction, and repetitiveness. The



Sure it's expensive, but the Force FX gives the PC gamer the chance to feel the game.

uninitiated may think the sensations initially too subtle, but prolonged exposure to the stick's capabilities will convince any gamer that it feels 'just right' and that there is no going back once force feedback is experienced.

Thanks to CH Products' prominence in the PC peripherals field, there is widespread support from developers to utilize the Force FX's capabilities. Titles currently compatible with the Force FX are *Need For Speed SE*, *WarBirds*, *Descent II*, *Jet Fighter III*, *Unnecessary Roughness '96*, *Flying Nightmares 2*, *Silent Thunder*, *Red Baron 2*, *Fighter Duel SE* and *Monday Night Football*. Games that will support the Force FX include EIDOS Interactive's *Confirmed Kill* and *AH-64A*, LucasArts's *Outlaw*, Rock-et Science's *Rocket Jockey*, Trimark Interactive's *Mag Zone*, and Kesmai's *Air Warrior II*. The Force FX stick's only drawback is its price tag, but then, that's the cost of being on the cutting edge.

- RATING: ★★★
- PRODUCT: Gunz Arcade Action Shooter
- COMPANY: ACT Laboratory, Ltd.
- SYSTEM: PlayStation, Saturn
- PRICE: \$39.99 - \$26.99

**L**ight guns have always been the peripheral that never seem to feature much advancement in technology or options. There is arguably little difference from Nintendo's *Duck Hunt* gun and Konami's *Justifier* for the PlayStation.

The Gunz Arcade Action Shooter changes everything by offering improved accuracy (via better optics) and a much welcome auto-reload feature. The automatic ammo reload can be set to allow the gamer to continue shooting without ever pointing the game away from the screen after 5, 10, or 15 rounds have been fired. The gun even feels better than previous light gun efforts by being lighter and featuring smooth seams which should never chafe the hand. The special weapons fire button is also placed in a convenient location for single hand shooting action.

Namco's pack-in gun with *Time Crisis* coming in a couple months could better the Gunz unit in terms of accuracy. But for now, the Gunz Arcade Action Shooter's added features and its attractive price move it to the top of the heap for light guns.



Improved accuracy and automatic reloading earns the Gunz Arcade Action Shooter the title of Best Light Gun.

## NEWS FEED continued from pg 34

more than ten years, but this marks the first time it has the use of the MLB license. • **Activision** has lost the rights to the *Mechwarrior* license. In its place, *Activision* will use the *Heavy Target* license. FASA, who created *Mechwarrior*, has started its own interactive entertainment division, which will create *Mechwarrior 3*. • **Sony** has opened a new PlayStation manufacturing facility in Mexico. Given that more than half of the components for the PlayStation are made in the US, Sony no longer has to worry about potential dumping issues due to the NAFTA bill. • **Wayne Gretzky Hockey** for Nintendo 64 has generated more than \$25 million dollars for Midway. • **Square** will be developing a version of *Final Fantasy IV* (FF2 in the US) for PlayStation. There is no word on whether the US will see the title. • **Ron Miller**, one of the designers of *WarCraft 2* and *StarCraft*, has left Blizzard to work on *Dark Reign* at Activision. Miller will be acting as a consultant on the level and detail design of *Dark Reign*. • **Bruce Willis** will be contributing a large portion of voice-over lines for Activision's forthcoming *Apocalypse* title. Willis will appear in the role of a 'Virtual Buddy'. • **Paradigm**, developer of *Pilotwings* for N64, has admitted it is working on a PC title for an unnamed publisher.



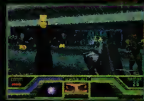


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But time

is running  
out.



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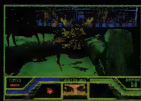
#### Cop on Attitude

When dealing with aliens, you can be nasty or you can be nice. It's your funeral.



#### 20 Minutes of Rendered Cinemas

Highly detailed mid-movies explain your mission, show flashbacks or what's happening on other levels.



#### 4-D Real Time Gameplay

Move wherever you want, whenever you want. Get advice, ask questions. Or just walk away.

Konami<sup>®</sup> presents *Broken Helix*<sup>™</sup>. Brought to you in incredible Real Time 4-D. Where there's no right way - or wrong way to accomplish your mission. You've got to ask questions first and shoot later. Or you just might end up whacking the only guy with the information you need to get out alive. But don't take *too* long, or you'll end up becoming alien luncheon meat. *Broken Helix* stars Bruce Campbell as Jake Burton, the marine commando explosives expert assigned to find out why scientists are threatening to blow up Area 51, (yes, *that* Area 51) and to stop the mutated aliens from escaping. Either by curing them, or by destroying them. Or you might choose another scenario, that has you turn into an alien-human hybrid. Or perhaps you feel like being an evil scientist this time around. The choice - and the outcome, is totally up to you. So enter the world of *Broken Helix*, where the only sure thing is that there are no sure things.

[www.konami.com](http://www.konami.com)

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# WIRETAP

Here are a few notes from the underground... Load them at your leisure...

## Sequel to Diablo in the works?

Guess what? *Diablo 2* may already be in the design stages. Said a spokesperson for Blizzard, '*Diablo* has been embraced [by the public] so of course we are investigating the possibility of a sequel'. While the spokesperson was unable to commit whether or not it was definitely happening, a source inside Blizzard North (the division of Blizzard responsible for *Diablo*) has confirmed that preliminary brainstorming for a sequel has already begun (and in fact had begun before the first title shipped back in January). Additions to the game are expected to be new monsters, new items and possibly a new character class or two. There is no word yet on whether or not it will be possible to bring an existing character from the original title into the world of the sequel.



The Devil may be back and more dangerous than ever in *Diablo 2*.

## Tomb Raider 2 to offer different play modes?



The first *Tomb Raider* set the standard for quality adventure games.

first mode involves a fairly standard death-match mode where players try to kill one another. The second mode involves a race to recover an object that is set at the center of the level, the same distance from each of the players. The first player to retrieve the treasure wins the level.

Eidos has previously admitted that *Tomb Raider 2* is in the works, but what they have recently hinted at is the possibility of multiplayer modes. There are two modes currently being considered with others potentially on the drawing board. The first mode involves a fairly standard death-match mode where players try to kill one another. The second mode involves a race to recover an object that is set at the center of the level, the same distance from each of the players. The first player to retrieve the treasure wins the level.



Will gamers soon be able to play as Lara in a deathmatch?

## Sega to layoff personnel?

Following the announcement of the merger of Sega and Bandai, rumors of cutbacks in personnel at Sega of America have been doing the rounds. According to one Sega employee, an office memo was circulated to department managers stating that cutbacks in every department would be necessary. Of late, Sega of America has been the anchor around Sega Enterprises neck, with a net loss of \$215 million in 1996 alone. Sega has stated that it would bring SOA back to profitability by the time the merger is effective on October 1, 1997. So far, Sega of America has been unable to confirm any plans for layoffs. **ULTRA Game Players** will keep you informed as more develops.

## New quad CD for PlayStation?

One rumor that has been circulating for nearly two months now is that of a new revision for the PlayStation. Not PlayStation 2, but PlayStation 1.5. The new revision supposedly replaces the double speed CD mechanism with a quad speed drive, and a larger CD buffer (supposedly 1MB as compared to the 28K buffer currently on the PS). If it should come to pass, the new combination could dramatically reduce load time on the PlayStation (but still not so much as to compete with cart access times). If it happens, it should hit Japan by the summer and the US some months later. Reasons for the change may be the dropping prices of quad speed drives and the drying up of supplies of somewhat obsolete double speed drives.

## BITS & BYTES

Peter Molyneux, one of the founders of Bullfrog and one of the most innovative game designers/programmers in the industry is said to be contemplating leaving EA (who bought Bullfrog some years ago) and starting a new company who will have publishing ties with Eidos. Molyneux has been responsible for such ground breaking games as *Populous*, *Theme Park* and most recently, *Dungeon Keeper*. • While Entix has been unwilling to speak about *Dragon Quest 7* for the Nintendo 64, rumor around the Japanese press is that it is considering not doing a version for N64 at all. Supposedly the deal that Sony has offered has been so attractive that PlayStation exclusivity for *DQ7* may become an option. • Maxis has been quiet about the a sequel to *SimCity 2000* for some time. Sources inside Maxis have indicated that after a series of somewhat unsuccessful products (*SimIsle*, *SimFarm*, *SimAnt*, etc.), Maxis will be returning to the original formula and begin work on *SimCity 3000*. It is expected to be released by late 1997. • Rumor has it that Apple may be considering scrapping the Pippen completely in the light of some recent financial trouble. Also given Bandai's merger with Sega, the Pippen will clearly play second fiddle in that band.

# Sweet Dreams.

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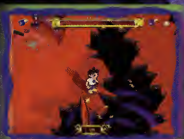
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# TOMB RAIDER 2 NINJA FIGHTING FORCE

# CORE'S ENCORE

*Last year's hottest developer is back, and packing serious heat!*

**F**resh off the critical and commercial success of *Tomb Raider*, Core Design is set to unleash a trio of games that could very well make it the hottest developer of 1997. Nobody is reaping the benefits of Core's creations more than Eidos Interactive (formerly Domark), which purchased U.S. Gold and Core just prior to the release of *Tomb Raider* and have now been thrust to the forefront as one of the premiere publishers in the industry.

Before *Tomb Raider*, Core's most notable achievement was *Thunderstrike* for the Sega CD

and, while that is considered to be the best Sega CD game ever made, it gave no hint of what the future would hold. This has left Core with the burden of trying to maintain that same level of quality, so off we went to the tiny town of Derby, England, to see what they could do for an encore.

Spearheading the three-pronged attack is *Tomb Raider 2*, which is set to perfect the engine used in *Tomb Raider* and give gamers even more reasons to stay up late, trying to get Lara through her adventure. That isn't all, however. Core is also unveiling two completely new and equally impres-

sive games, *Ninja* and *Fighting Force*. All three of these titles are going to be on PlayStation, Saturn, and PC, which means no matter what system you own, there are three very good reasons to be excited about 1997.

The following six pages give you an in-depth look at all three games, as well as an exclusive interview with the creators. Hopefully, this cover story will serve to get you as excited as we are about all of these games.



# TOMB RAIDER 2

Lara's back and she's looking better than ever!

**SYSTEMS:** PlayStation, Saturn, PC  
**PUBLISHER:** Eidos Interactive  
**DEVELOPER:** Core Design  
**RELEASE DATE:** N/A

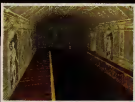
**T**here is one title that every single person in our office can't wait to get their hands on and this is it. The amazing adventures of sultry Lara Croft are returning to the PC, PlayStation, and Saturn this October and we got an opportunity to see the game in motion.

The gameplay of adventuring and puzzle-solving is basically the same, but with all new puzzles and regions to explore, *Tomb Raider 2* is going to be a huge hit. When making the original *Tomb Raider*, the developers created an amazing editor that allowed them to create the largest and most detailed 3D worlds ever seen. This same editor is being used for the creation of *Tomb 2*. This leaves the developers with plenty of time to focus on elaborate worlds and new puzzles. One of the levels features Lara climbing and jumping around on a sunken ship, which is actually upside down. Another level is in Venice and features classic architecture and huge chandeliers that Lara can jump onto to reach new areas.

When exploring these new worlds, Lara has new moves that allow for an even greater experience.

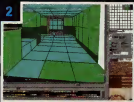


Ahh, the mighty *Tomb Raider 2*. With graphics as beautiful as these, this game was born a sight for sore eyes!



Check out the new dynamic light sourcing in this hallway!

The amazing editor created for *Tomb Raider* allows the makers of *Tomb 2* the luxury of pointing and clicking their way when designing levels. This should mean that the developers have a lot more time to create an even better experience than the original.



1-2 The designers simply create boxes, then put textures over them and continue on until they have created an entire world. We want one of these in the office.



*Tomb Raider 2* promises more human enemies, with better AI.

## CORE INTERVIEW

General Core Questions were answered by Jeremy Smith, Managing Director at Core Design and a genuinely nice guy.

**Q: How long have the projects been in development?**

**A:** *Tomb Raider* - two to four months, *Fighting* - 12 months, *Ninja* - 18 months.

**Q: *Tomb Raider* came out of nowhere to catapult Core into a leading role in the video gaming community. How has it changed things at Core?**

**A:** We have always produced solid games. *Tomb Raider* proves that we can also produce blockbusters. The spirit is high within our development teams, as they know that we are capable of producing games as good as, if not better than, *Tomb Raider*.

**Q: Are any of this new batch of games as groundbreaking as *Tomb Raider*, and if so, why?**

**A:** The fighting game is as technically advanced as *Tomb Raider*, due to the full 3D worlds the player travels through. It will be the first 3D fighting game that uses different locations instead of play arenas.

**Q: What comes first — the idea or the technology?**

**A:** The idea is always first.

**Q: Beyond this incredible batch of titles, what does Core have scheduled for the future?**

**A:** The original *Tomb Raider* programmer and artist are working on a super-secret project — it's going to be awesome!

Questions on *Tomb Raider 2* were answered by the lead artist on the project, Neil Boyd.

**Q: What specifically will be different about Lara, visually and otherwise?**

**A:** Possibility of different 'outfits' for different locations. More detailed model - more faces and polygons.

• Interview continued on pg.27...

# NINJA

Classic gameplay and amazing 3D graphics push this title to the forefront

**SYSTEMS:** PlayStation, Saturn, PC  
**PUBLISHER:** Eidos Interactive  
**DEVELOPER:** Core Design  
**RELEASE DATE:** N/A

**B**est described as a cross between *Tomb Raider* and classic action-platform games like *Ghosts and Ghosts*, *Ninja* is another amazing title from Core.

The player is in control of a young Ninja named Kurosawa, who must find and defeat the warlord Katsasaki to save the world. However, Katsasaki has called on the evil demon lord Batanaka for help, so our hero has to defeat him as well.

The game is fully 3D, but many of the levels have the gamer racing through a maze of pathways, bridges, tunnels and ledges to eventually reach fighting areas. The fighting areas are where the Ninja will do frantic battle with a horde of enemies from demons to ninjas to goblins and everything in between. That doesn't mean the pathways are safe, either! Often demons and other enemies will appear and try to stop the player from moving on. What is going to set *Ninja* apart from other 3D

games is the amazing number of enemies. Often the player will be attacked by five or six enemies simultaneously. That's the kind of fast-paced action that we haven't seen since 16-bit.

The game features three worlds that contain 14 huge levels to explore and finally ends with the showdown in the demon's lair. The varied levels have the player traveling through a forest, monastery, cemetery, a burning village, a beach, catacombs, an icy wilder-

ness, a mountainside, and a volcano. Each of these levels have their own enemies and landscapes that should truly make each level a new experience. Kurosawa isn't just a *Ninja* look-alike that punches and kicks. Instead, he uses all the weapons of the Ninja. His arsenal of moves

includes a jab, upper cut, combination punch, snap kick, side kick, and combination kick. He can also use weapons like a Ninja sword, three-pronged dagger, and Nunchukas. For projectile fighting, there are shurikens, knives, daggers, and magic. A magic meter allows Kurosawa to cast spells, like fireballs, when he picks up enough magic points. Other spells available are a smart bomb, lightning bolt, and shockwave.

All of the cut-scenes in *Ninja* use the actual game graphics and seamlessly flow into the game. We had a chance to see a few of the cut-scenes and they are exhilarating. The first one of the game sets the tone for an action oriented game. The collection of enemies all have different strengths and weaknesses and actually work together at stopping the player. For example, one of the bosses, the demon monk, is a spell-caster who is weak at hand-to-hand combat, so he uses possessed Ninjas and zombie monks to keep the player away while he casts spells. It's furious showdowns like this that make *Ninja* such a promising title. Another example of varied gameplay is when the Ninja meets up with the water demon boss. The large dragon-type creature swims underneath Kurosawa, then pops up for attacks. One level has the player trying to fight his way through a level while a Fire-breathing Dragon unleashes his fiery breath around every corner. Finally, Kurosawa has a chance to fight the Dragon head-to-head.

We'll be following this title closely and continue to update on its progress.



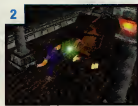
Kurosawa is one fierce Ninja!



All of the enemies are fully polygonal.



The game is true 3D and often you will be fighting on uneven ground, like stairs. Here you get a chance to see exactly what your enemies are up to.



1-3 Large boss characters, like the dragon, appear throughout the game to keep the challenge and intensity going.



This is a good example of the fighting areas in *Ninja*, where hordes of enemies will attack. Here, the Samurai are closing in on our hero, as the camera pans up and down.



4-6 The photo-realistic graphics and awesome special effects certainly give *Ninja* the proper look and, from what we've seen of the game, it matches up as well.



TENGU



SUBTERRANEAN DEMON



WATER DEMON



SNOW DRAGON



SAMURAI



DEMON MONK



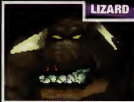
DRAGON



SLAVEGUY



SPIDER



LIZARD



SUBDEMON

# Tengu

is a flying demon and an end-level boss that fights the Ninja the second time he enters hell.

**Subterranean Demon** is found in several places during the game. These are nasty little monsters that use their spears for hunting and travelling.

**Water Demon** is a boss that attacks the Ninja from under the water. This should be one of the coolest boss characters.

**Snow Dragon** is a vicious boss that should be a real challenge to beat.

**Samurai** are a common enemy, but they tend to attack in bunches, which makes them even tougher.

**Demon Monk** doesn't speak (as is customary with all demon monks), but these tough monsters will make you start to pray when they attack.

## The Bestiary

**N**inja thrusts the player into a magical world filled with demonic creatures. The following list is a complete summary of the monsters encountered in the game. We've also got some shots of what these monsters will look like in the game. It should give you a good idea of what kind of evil lurks around every corner in *Ninja*.

### The Beasts Include:

Bat  
Demon Monk  
Demon  
Dragon

Goblin  
Katasaki  
Monk  
Samurai  
Peasant  
Rat  
Skeleton  
Slave Driver  
Snowfire Demon  
Spider  
Statue Boss  
Subterranean Demon  
Surface Demon  
Flying Demon  
Tree Demon  
Water Demon  
Wolf  
Wrath  
Fire-breathing Dragon  
Batanaka

(va va vroom!). Dynamic hair, refined texture maps, more detail, a larger palette, and additional moves and actions.

### Q: New puzzles?

A: Yes, there will be different puzzles. Wait and see...

### Q: What kind of visual changes can we expect?

A: It will not be tomb-oriented. There may be outside areas and we will have dynamic lighting.

### Q: Are there any new weapons or items?

A: Yes, a few new weapons, such as the harpoon for underwater. Others are currently in debate.

### Q: What is the coolest thing you've seen so far in the game?

A: Nothing has been implemented yet, so it's really difficult to answer that one. We're hoping to achieve even more than the original.

**Answers for Ninja questions were by Joby Wood, the lead programmer.**

### Q: How did the idea come about and evolve for Ninja?

A: The idea for *Ninja* really came when we were thinking about the type of game that we wanted to do. It was agreed within the team that we should create a fast, action-packed arcade adventure. The game mechanics and playability are based around a few of our favorite classic arcade games, but in a 3D environment. It was very important to set the game in a world that offered us a lot of freedom with our ideas; the magic and mystery surrounding ancient Japan has given us just that.

### Q: What type of Ninja abilities does the character get and what types of weapons does he use?

A: The control system is being worked on at the moment, so the following list is not final. At the moment, the Ninja can fight hand-to-hand or use a number of weapons: Sal (two three-pronged daggers), Broken Sword (Ninja sword), Shurikens, and Nunchakas, plus a few more magical weapons. More may be added if we have time. As you might expect, the Ninja can also walk, run and jump, as well as backflip and a few other tricks.

### Q: Is the Tomb Raider engine used for the game and, if so, in what way?

A: We are not using the *Tomb Raider* engine for *Ninja* as we wanted to create a very detailed environment, including interior and exterior locations for the player to explore while maintaining a frame rate of 30 fps. The *Tomb Raider* engine simply would not have allowed us to do this, so we have had to spend a lot of time writing our own tools and utilities. We have fortunately been able to use the same character editor that was used to create Lara Croft to build our main character and baddies.

### Q: How many levels are planned and what kind of levels will they be?

A: We are planning to have around ten levels set in a wide variety of environments, including interior and exterior locations.

• Interview continued on pg.29...



# FIGHTING FORCE

*This is one force to be reckoned with*

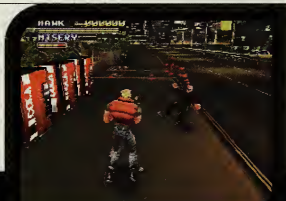
SYSTEMS: PlayStation, Saturn, PC  
PUBLISHER: Eidos Interactive  
DEVELOPER: Core Design  
RELEASE DATE: N/A



With four completely unique characters to choose from, *Fighting Force* should have plenty of replay.

**T**his *Final Fight*-style game has been done many times before and hasn't really advanced since *Final Fight* itself. However, from what we've seen of *Fighting Force*, it could resurrect the genre and be one of the year's best games. The one or two-player game features four distinct characters, Mace Daniels, Hawk Manson, Ben "Smasher" Jackson, and Alana McKendrick. This motley team is brought together to try and stop the evil doings of Dr. Zeng. But before the climactic showdown with the evil doctor, you must tear through ten action-packed levels for a total of over 30 stages, and each of them is chock full of the baddest baddies around. The list of enemies includes roller blading babes, motorcycle maniacs, black suits, security guards, vamps, zombies, street punks, snipers, dock workers, boats, helicopters and women in wetsuits, and that's not even half of them!

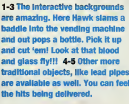
Don't fear, because there are more ways to kill these enemies than in any game ever made. Each character has over 50 unique attacks, not to mention the hundreds of objects and dozens of weapons at their disposal. What's more is that these attacks are completely unique. In the two-player, co-operative game, the players can actually perform moves in tandem for better effect. For example, if the players grab each other's hands, they can clothesline a row of enemies. Another way to work together is to hold somebody while the other player beats them senseless. The attacks also take advantage of the 3D game. Each character has a slew of normal moves and a handful of 360 degree moves that can clear out a whole wave of enemies. Other moves that propel *Final Force* into the winner's circle include: Holding a baddie and using him as a human shield, grabbing one baddie and banging his head with another, breaking backs, knee to the crotch followed by a double fist to the back of the head, mid-air grabs, attacking on the ground, crushing skulls, pulling arms out, and 3D attacks, and there are plenty more! If *Fighting Force* can give the player com-



The demo we have takes place in the very beginning of level one, where Hawk battles with the Black Suit enemies.



The true 3D environments have you venturing out to highways, but watch out for traffic or you'll be road kill.



plete control over these moves, then it'll be exactly like an interactive Jackie Chan film.

As if ripping the enemies in half with fighting moves wasn't enough, *Fighting Force* also features weapons like knives, bottles, revolvers, mace, pump-action shot guns, sub machine guns, flame-throwers, lasers, rocket launchers, a 30mm cannon, and a chain gun. And if that's not enough, the player can always pick up and tear apart pieces of the background to use. Over 100 different objects can be used to destroy the enemies (see box-out for a list). *Fighting Force* features an interactivity that has never been attempted, as it allows you to smash nearly everything you see. If you smash the right stuff, you can find secrets or uncover a baddie in hiding.

The levels in *Fighting Force* range from trains and flying airships, to secret islands and submarines. Going from level to level is in the player's hands. You can actually choose your own destiny and take one of several different paths to the end of the game.

The wealth and diversity of this game far outshines anything on the horizon or any game of this type. The combination of a complex fighting system, a 3D world, unique characters, co-operative play, and all the excitement of an action movie make *Fighting Force* one of the most promising titles of 1997. We'll have more on this one in future issues.

**6-8** In between battles, you get some real time FMV. Here, a car full of black suits whips into the parking lot and attempts to take you out. It's a great way to make the game feel like a movie and play like a game.





- 1 There's no doubt that *Fighting Force* will present a frantic pace, with several enemies coming at once.
- 2-3 360 degree moves allow the characters to get out of sticky situations, like being surrounded by enemies.
- 4-5 Only a handful of the over 50 moves were included in our demo, but the elbow and spin kick already look impressive.
- 6-7 The handstand is a signature move for Hawk and a vicious way to take out the enemy.
- 8 What's so amazing about these screen-shots is that they are from the Saturn version. It could be the best-looking Saturn game we've seen.

## Not the kitchen sink...

**W**ith the over 100 objects at your disposal, it's actually quite surprising that the kitchen sink isn't one of them. We've presented a short list of some of the more exciting objects, so you can understand what kind of fighting you're going to be doing.

Police barrier  
Oil drum  
Fire Hydrant  
Fuel can  
Hot dog cart  
Public trash  
Magazine rack  
Phone Booths  
Cash points  
Advertisements

Blow torch  
Flash light  
Fire alarm boxes  
Drinking water fountain  
Ghetto blaster  
Ice box  
Golf bag  
Anti-tank barricade  
Rusted engine  
Road drill  
Paint buckets  
Fire extinguisher  
TV monitor  
Speakers  
A stack of bombs  
Megaphone  
Fuel tanker  
Military Jeep  
School Bus  
Fork lift  
Cement truck

**Q:** Is the Ninja able to climb rocks like Lara or is it a more traditional platform game?

**A:** The Ninja does not climb rocks like Lara, and yes, it is more of a traditional platform game. Good comparisons would be *Ghosts and Goblins* and *Shinobi*.

**Q:** What is the coolest thing you've seen so far in *Ninja*?

**A:** We have just started to implement cut-scenes into the game engine to introduce the levels, and end-of-level bosses, etc. These are all looking very cool indeed!

**Fighting Force** questions were answered by **Mac Avory**, the lead programmer on the title.

**Q:** The *Double Dragon/Final Fight*-type games have been overdone in the past. What are you bringing to the genre to make the game different?

**A:** Our game uses a full 3D environment — not a flat 2D plane as in previous games. The players are not limited to fighting one enemy at a time, but can attack as many as four through the use of special moves. The players can also walk/fight in any direction — not L/R as with previous games (*Streets of Rage*/*Final Fight*/*Die Hard Arcade*, etc.)

**Q:** What types of objects will the character be able to interact with?

**A:** Almost anything can be interacted with, including street lights, cars (crumple and collapse) and their engines, drink machines, oil drums, pipes, railings, crates, computers, monitors, plus the usual weapons, such as knives, swords, pistols, machine guns and rocket launchers.

**Q:** Is the game truly 3D or is it set on a track like other games of its type?

**A:** The player uses a full 3D world split into two stages, with the player allowed full access within the stage limits.

**Q:** Could you describe a few of the later levels?

**A:** The Bronx is a rundown city, similar in style to *Escape from New York*. The underground comes with a station and sections on the train itself. The flying fortress is a slightly futuristic flying machine skimming through the clouds at high altitudes, and the player will be attacked by jet-pack enemies.

**Q:** A flaw in past *Final Fight*-type games is that the fighting was merely button-mashing. What steps have been taken to make sure this doesn't happen?

**A:** Our game is something new — a well developed hybrid of *Final Fight*-style games and one-on-one games such as *Virtua Fighter*, *Tekken*, etc. There are secret moves which will need to be learned and utilized to defeat the many bosses and stronger enemies. Just using the punch button will not be enough to win the game. Due to the nature of the 3D environment, some tactical decisions will also need to be made as well, such as which baddies to take out first.

**Q:** What is the coolest thing you've seen in this game?

**A:** The key features are the fluid animations, awesome backdrops, the freedom of movement and the many interactions between the characters and the environment. The enemies are smart as well and adapt to any player who frequently uses the same move.



What you get to do: Shoot with gun, shoot with D-pad, shoot with D-pad and partner, shoot with D-pad and gun, shoot with gun in each hand.  
What you don't get to do: Recite poetry, pick daisies, hug lovable stuffed animals. FOR A FREE WINDOWS 98 DEMO OR TO ORDER SCUD DIRECT, CALL 1.888.SEGASOFT WWW.SEGASOFT.COM  
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# PREVIEWS

*Want the latest pics and info  
on the newest games? We got it.*

## Featuring

**H**ere comes the first game available on the vaunted 64DD — *Zelda 64*! Or is it? As we went to press, it was still unconfirmed whether *Zelda* would be the first game on the dynamic new storage device or would *Mother* grab that glory? While we don't have a definitive answer for you yet, we do have a bunch of new screen shots for you to pore over on page 33. So

what are you waiting for?

Check out Link's new look, not to mention those awesome evil Skeletons!



Zelda 64



Blast Corps



Wild Arms



StarFox 64

036 Battle Arena Toshinden 3

045 Blast Corps

050 Broken Helix

040 Dynasty Warriors

036 Overblood

047 Rebellion

044 StarFox 64

032 The Lost World

094 Theme Hospital

057 Top Gear Rally

049 Wild Arms

044 Yoshi 64

033 Zelda 64

# The Lost World

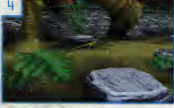
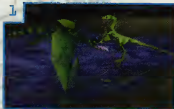
SYSTEM: PLAYSTATION

DEVELOPER: DREAMWORKS INTERACTIVE

RELEASE DATE: JUNE

*Finally — a movie game that is worthy of its license!*

**T**he biggest movie sequel since *The Empire Strikes Back* was bound to have a licensed videogame attached to it, but the big surprise is that Dreamworks Interactive is on pace to make *The Lost World* game just as impressive as the movie.



1 Reflections in the water and other awesome effects give *Lost World* a great look. 2 The moving camera keeps the game cinematic, but at its core, it is a 2D platform game. 3-4 When playing as a Compy, the challenge is to avoid being trampled by the much bigger dinosaurs.



The game pits the player against some of the most highly evolved predators, both human and reptile, in the history of the planet. The player controls five different predators, including a compy, a hunter, a Raptor, a scientist, and the mighty T-Rex. In order to finish the game, the character has to assume the role of all five of these different characters and survive the unique challenges which face each. According to Patrick Gilmore, the producer on the title, "We want to let the player feel what it's really like to survive in the jungle as each of these creatures." For example, the compy must rely on speed to avoid those who see him as food, while the T-Rex uses his massive size and powerful jaws to take out all comers. The game is set in a in over 24 different 3D environments, each with its own setting (events like forest fires really add to the variety). However, the gameplay is traditional 2D side-scroller with some branching paths. The developers made the game 2D because they wanted the player to worry about surviving the challenges of the jungle, not the challenges of 3D control.

Technically, Dreamworks has designed some of the most impressive polygon figures and animation that we've seen. They created polygon meshes which provide the dinosaurs with a stretchable 'skin' outside of their polygons. This gives the characters an incredibly realistic look unlike anything we've seen. Instead of chunky polygons (like



Head-to-head battles, like T-Rex vs. Triceratops, are the kind of encounters that will make or break this title.

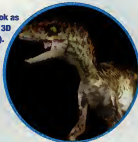
*Tekken 2* or any other 3D game), the dinosaurs are rounded and smooth. When they move, their 'skin' stretches with the motion. And to give the character more control, the designers have included real time character morphing, meaning that, in the middle of any motion, you can jump into another one.

*The Lost World* wasn't fully playable when we went to visit Dreamworks, but with the producer's track record (*Aladdin*, *Lion King*, *Mickey Mania*), we have all the hope in the world for this title. Look for more on this next month.

The artwork for the game is amazing! It all started with sketches like these.



The polygon skin on the dinosaurs makes them look as rounded and smooth as sprites, but still solid and 3D (these are what they will look like in the game!).



1 Different areas include an underwater level, where some extremely large and prehistoric alligators cause some problems. 2 Much of the game is still in the developmental stage, but what we've seen is certainly impressive.



# Zelda 64

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

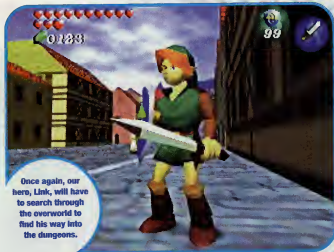
RELEASE DATE: MTH QTR

*64DD or not to be — that is the question?*

**B**esides being one of the most anticipated games in history, *Zelda 64* is intriguing because of the format it will come on. Originally, Nintendo announced that *Zelda 64* would showcase the infinite powers of

the 64DD add-on. Since then, rumors have been circulating that the game would be a cart. Then, just recently at the Shoshinkai show in Japan, *Zelda* appeared to actually be a 64DD game. However, since that show, the rumors have resurfaced and, while Nintendo has made no official comment on what format the game is on, we have reason to believe that it will be a cart. This is due in part to Nintendo's own announcement that *Earthbound 2* (*Mother 3* in Japan) is going to be the first title on the 64DD, not *Zelda 64*. But no matter what kind of storage device is used, *Zelda 64* is shaping up to be the next big game for Nintendo.

The *Zelda* series started way back on the NES, with the first and second game, then continued on with a mega-hit on the Game Boy and on the SNES. While the story in each game has changed, the basic premise has remained the same, and *Zelda 64* appears to be no different. *Zelda 64* is once again an action RPG with a combination of real-time battles, puzzle solving, and interacting with NPC's. Chronologically, *Zelda 64* is the last in the series, with the main hero, Link, being much older than in the early games. The look of the character most closely resembles *Zelda 2*, as he is taller and more mature. Traditional ene-



mies known to be returning include the skeleton warriors, shiny Knight, and the evil Gannon — you know, the giant, blue pig with the red cape that's always getting his hands (err, hoofs) on Princess Zelda. Also returning is the heart meter, which serves as Link's life bar, and the blue and green item circles. The only variation from other *Zelda* games are the amazing (and I mean amazing: just check out the pics) visuals and the different camera angles. It's not known exactly how the camera system works, but Shigeru Miyamoto promised a completely

innovative camera system. Judging from the gameplay we've seen, it is certain that the camera swoops in as close as possible to showcase the amazing graphics.

*Zelda 64* is certain to be the next must have title on the N64, whether it be on cart or 64DD. Knowing how the series has always played and looking at these graphics is certain to cause many nights of dreaming. More on this title when Nintendo unveils its lips.



1-2 The shiny swordsman is a beautiful tribute to the magnificent power of the N64, reflective, smooth, and just plain amazing. 3-4 The skeleton warriors are packing plenty of polygons along with their short swords. 5 This shot of the city is just amazing! Now think of venturing into all of these buildings and talking to various polygonal characters.

1 The traditional two button method of battle has returned to keep the gameplay real similar to the original. 2 All of the familiar items have returned including the bombs, which Link can use to find secret passages. 3-4 With all of the different camera angles, it's hard to tell if *Zelda* is going to have manual cameras like *Mario* or an automatic tracking camera. Our guess is some combination of both.



A detailed, metallic, and somewhat rusted mechanical structure, likely a mecha, dominates the background. It features various components like a large cylindrical arm with a purple and green checkered band, a large circular hatch, and a complex assembly of pipes and mechanical parts. The overall aesthetic is industrial and sci-fi.

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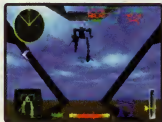
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# OverBlood

SYSTEM: PLAYSTATION  
PUBLISHER: ELECTRONIC ARTS  
DEVELOPER: RIVERHILL SOFT  
RELEASE DATE: MAY

**D**eveloped by small Japanese developer Riverhill Soft, *OverBlood* is a sci-fi adventure that combines the crisp look of *Resident Evil* and the real time 3D world of *Tomb Raider* for a stunning look. This title was released in Japan at the end of '96. EA has picked it up and is in the process of translating the language.

In the game, you control three characters (a man, a woman, and a robot), each with their own

abilities that must be utilized to get through the many puzzles. As in most games of this type, there are a large variety of objects that can be picked up and used to advance further into the game — things like security cards, computer chips, knives, and guns. But *OverBlood* isn't simply an adventure game — there are fights, showdowns with monsters, and other mini-games that promise to add many different play elements. Another interesting feature in the

game are the three different camera perspectives. The player can use a camera similar to *Doom*, *Resident Evil*, or *Tomb Raider* at any time during the game.

All of the over 80 areas in the game are beautifully rendered and have a real high-tech look, but what will make *OverBlood* a good or bad title are the story and control. We'll try to get a full review of the game by next month.



1-2 Look, it's new shots of *Resident Evil* 3! Just kidding, but the similarity in looks between *OverBlood* and *RE* is astonishing (almost in a criminal way). 3 Switching control between the different characters is an interesting way to incorporate puzzles.



1 The characters faces look incredible, even at close range. 2 The ability to jump and do this crazy duck walk allow the character to reach different places.

# Battle Arena Toshinden 3

SYSTEM: PLAYSTATION  
PUBLISHER: PLAYMATES INTERACTIVE ENTERTAINMENT  
DEVELOPER: TAIYOSOFT  
RELEASE DATE: MAY

**T**he original *Toshinden* was indeed one of the more successful first-generation fighting games. Its ability to showcase the 3D potential of the PlayStation was unparalleled at the time. Unfortunately, it later spawned sequels and spin-offs which, to say the least, have been less than exemplary. Finally, years later, it looks like the *Toshinden* series has had a rebirth.

*Toshinden 3* features the largest cast of characters yet — thirty two playable in all. The ten original characters return, along with eighteen completely new ones, as well as four secret bosses.

The game engine has been completely overhauled for this version as well. Changes include a new framerate option, which allows the gamer to choose between playing in 30fps or 60fps. Running at 30fps, the characters look extremely sharp, as do the background textures, but the animation is sorely lacking and the controls suffer. The 60fps option favors smoother, more fluid animation and tighter control over the higher resolution graphics.

Another departure for the series are the arenas. As in *Fighting Vipers*, the playing fields are now enclosed, which

completely eliminates ring-outs, but provides new offensive moves. Characters can now "bounce" off walls and attack. Other new features include "chain combos", which are preprogrammed moves reminiscent of the *Mortal Kombat* series, and attack reversals, which have become quite popular in fighting games recently.

With all these new features and characters, *Toshinden 3* looks to be a solid contender in the 32-bit fighting arena, and should provide this series with a much needed wake up call.



1 The 30fps mode looks very much like *Tobal No. 3*, due to the lack of textures. 2 Special moves have been redone, so they are now much easier to execute.



1 With 32 characters, this is one of the largest fighting games ever. 2 The dodge move is still present and is now an even more important part of the gameplay. 3 Cool moves and characters makes this the best *Toshinden* yet.





They have been born of fire —  
hopefully they won't melt.



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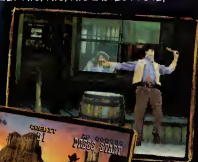
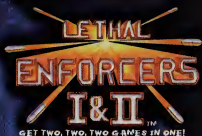




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# Dynasty Warriors

SYSTEM: PLAYSTATION

PUBLISHER: KOEI

DEVELOPER: KOEI

RELEASE DATE: MAY

*Koei to do a fighting game? And it looks good?!?*

**B**est known for its incredibly detailed and complex historical simulations, such as *Romance of the Three Kingdoms*, Koei is well respected both here and in Japan by gamers looking for something

a little more meaningful in their videogames. Eager to reach a wider audience, the developers at Koei have set out to create the ultimate weapons fighting game. It just wouldn't be a Koei game though, if it wasn't dripping

with historical accuracy. *Dynasty Warriors* is no different. With ten characters all based on real people in China's rich and bloody history, *Dynasty Warriors* runs a little deeper than the traditional 'they came from all over the universe to fight in a tournament for control of the planet Grendela' type story line that graces most fighting games. Of course, this would all be meaningless if the gameplay couldn't live up to the back story, but fortunately, it's well on its way to doing just that.

*Dynasty Warriors* focuses on actual weapon techniques and features a promising system of blocks and parries. To sit down and play *Dynasty Warriors* like a traditional fighting game can be fun, but to master the game, players will have to perfect certain defensive maneuvers — an aspect conspicuously missing from most 3D fighting games. By including this kind of promising defensive strategy and the dynamic story line that drives the game, *Dynasty Warriors* could well turn out to be the shot in the arm needed by 3D fighting games. At very least, the game is already fun to play, with its intriguing characters, beautiful scenery and ultra smooth 60fps animation.



1 Yes, this is a weapon-based fighting game from the people that brought you *Romance of the Three Kingdoms*.  
2 Incredibly smooth animation helps bring the characters to life. 3 *Dynasty Warriors* uses a sophisticated system of blocks and parries.



Based on real characters in Chinese history, *Dynasty Warriors* lives up to the reputation of the publisher, Koei.

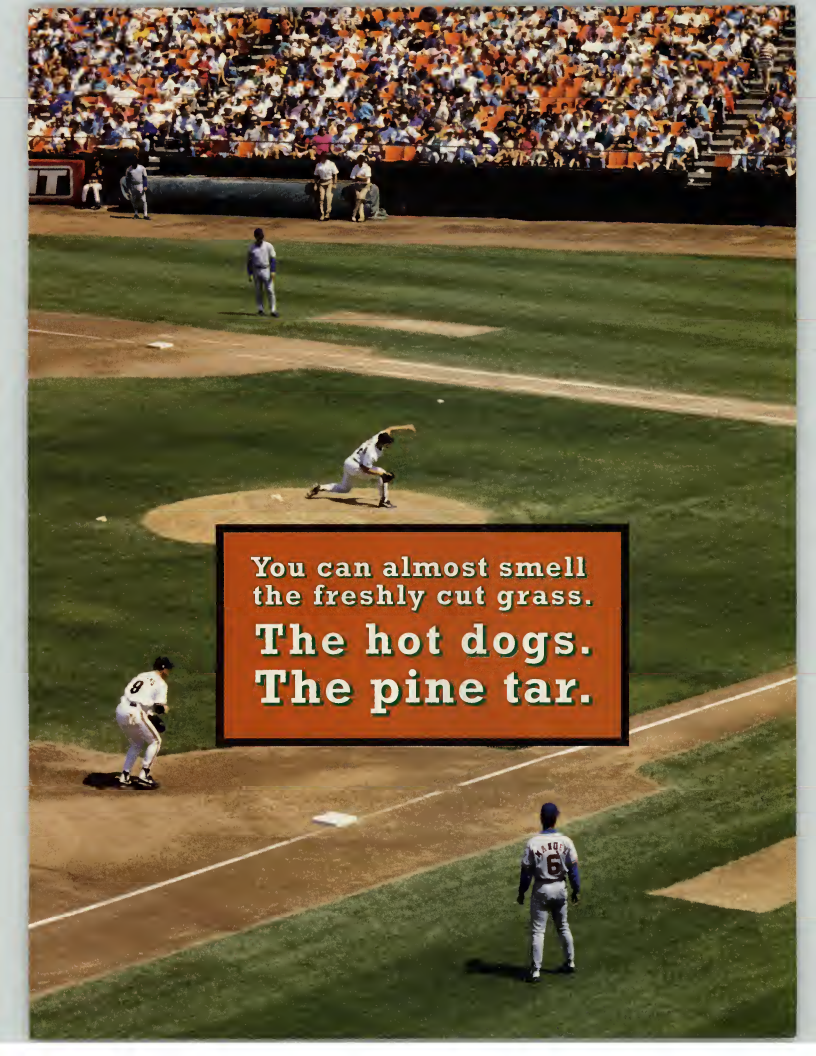


Graphically, *Dynasty Warriors* is highly reminiscent of the Tekken series.



1-2 A power-up meter allows the player to use a magical special move. 3 Based on real figures in Chinese history, each fighter is well balanced and offers a real gameplay experience.



A wide-angle photograph of a baseball game. The stands are filled with a large crowd of spectators. On the field, a pitcher is in the middle of a throwing motion on the mound. A batter is in a ready stance in the lower left. A fielder is visible in the lower right, wearing a jersey with the number 6. The infield is dirt, and the outfield is grass. A large orange text box is superimposed in the center of the image.

You can almost smell  
the freshly cut grass.

**The hot dogs.  
The pine tar.**



Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



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# Star Fox 64

SYSTEM: NINTENDO 64  
PUBLISHER: NINTENDO  
DEVELOPER: NINTENDO  
RELEASE DATE: MAY

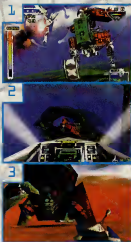
The next highly anticipated game from Nintendo's collection of classic titles, *Star Fox 64* seems to feature less of a gameplay departure from the original than *Super Mario 64* exhibited. The focus of the gameplay is still piloting an Arwing fighter/bomber (and now, sometimes a tank) down predetermined paths while avoiding enemy fire and destroying everything in sight. Unless Nintendo plans some surprises, *Star Fox 64* looks to be a traditional

track-based shooter, although it may be the best track-based shooter ever.

The game's developers are focusing on tweaking the analog control so that players can initiate aerobatic maneuvers, which combined with sweeping climbs, dives, and external camera angles will offer a unique sense of flight. The game should have 15 or more missions, set either on planets or open space within the Lylat system. The path that Fox is allowed to follow as the game pro-

gresses will be determined by the player's performance in a particular level.

*Star Fox 64* is also said to feature a multi-player mode, where up to four players can duel against one another in Arwing fighter/bombers to determine who is the best pilot. An added attraction is that the game will work with Nintendo's 'Force Pack' (formerly known as the 'Jolt Pack') to give the player force feedback sensations when firing and being hit.



1 The immense scale of the bosses in *Star Fox 64* is awe-inspiring, even in a screenshot. 2 The power of the N64 shines for one of the best cockpit views in gaming ever. 3 The 'Arwing' fighter/bomber can now transform into a tank for a little land-based combat. 4 That damn Slippy! Fox is always saving his butt. 5 The game looks really cool! Let's hope everything blows up real nice. 6 We don't know what this is, but it looks scary!



# Yoshi's Island 64

SYSTEM: NINTENDO 64  
PUBLISHER: NINTENDO  
DEVELOPER: NINTENDO  
RELEASE DATE: 4TH APR

Although information on this fourth quarter release is still sketchy, it's obvious that *Yoshi's Island 64*'s gameplay is of the 2D side-scrolling variety. However, the new shots accompanying this preview confirm that the graphics of the characters and elements in the background are 3D in nature.

Specifics regarding gameplay have not been released at this time. The early indications are that the mechanics will closely mirror that of *Yoshi's Island* for the SNES—a title that Shigeru Miyamoto never felt attained the following it deserved. *Yoshi's Island 64* appears to be an effort by

Miyamoto to reintroduce the charm and gameplay of the original to a wider audience, with brand new levels and improved graphics.

Whether this strategy will be successful with a next-generation user base, that seems to have outgrown 2D side-scrollers, remains to be seen, but if any side-scroller can prosper in the 64-bit age, you can bet it will probably feature a member of the Mario family.

Mario's buddy returns in 3D, but the gameplay is strictly 2D side-scrolling.



1 Nintendo's games are known for imagination and cuteness. This is no exception. 2 The graphics are akin to *Donkey Kong Country* taken to the next-gen level. 3 Watch for cartoon trees, cute bug-like creatures, and a dinosaur who eats people.



# Blast Corps

SYSTEM: NINTENDO 64  
PUBLISHER: NINTENDO  
DEVELOPER: RARE  
RELEASE DATE: MARCH

**Blast Corps gives YOU the chance to waste hard-earned taxpayer money!**

**R**are's second foray into Nintendo 64 development is already proving to be more technically successful than *Kl Gold*. *Blast Corps* is the most explosive N64 game to date. Your mission is to destroy EVERYTHING!

OK, so it's a little more complicated than that. Your mission is to save innocent people from an out of control missile truck. It can't be stopped, so you have to clear a path for it by

destroying every obstacle in its way. Fortunately, you are given lots and lots of highly destructive vehicles to complete your task.

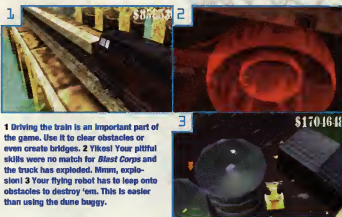
Although the initial premise of the game has been seen before, the strategic and tactical elements involved in *Blast Corps* give it an extra dimension. Most of the more advanced levels actually require the use of more than one vehicle to avert the impending explosion.

Each of the craft have completely different mechanics and control. The game decides which vehicles you can use on any given level, changing the strategy from course to course, but you can always leap out of your vehicle and steal another one, a necessary part of some levels. There are also hidden vehicles later in the game, revealed by completing other objectives enroute.

*Blast Corps* has smooth polygonal environments, which can be viewed from a variety of angles. Buildings collapse and explode with zip and pyrotechnic style, while the intro sequences prove once again that the N64 can get along quite nicely without FMV.

You want secrets? *Blast Corps* is packed full of 'em! Bonus levels break up the regular action, with car races, destruction derbies and even a *Pac Man*-style maze chase. Ironically, one bonus maze level of *Blast Corps* contains as much entertainment value as a whole *Cruis'n USA* cart, with short cuts and cheats hidden even here. More on this hot title later!

1 J-Bomb's Jet pack will allow you to drop in on unsuspecting real estate from on high. 2 Thunderfist has a giant punch. Simply nail the buildings with a right hook. 3 Baillista, a rocket-firing motorbike adds explosives to the action. 4 Ramdodger is, in some ways, the most powerful of vehicles, destroying everything in its path. 5 With an armored rear, Backlash has to spin around to whack the buildings. 6 Leap from a great height with Skyfall to take out obstacles. Frontal Impact just won't hack it. 7 Use Sideswipe's twin battering rams to take out adjacent structures.



1 Driving the train is an important part of the game. Use it to clear obstacles or even create bridges. 2 Yikes! Your pitiful skills were no match for *Blast Corps* and the truck has exploded. Mmm, explosion! 3 Your flying robot has leap out obstacles to destroy 'em. This is easier than using the dumb baggy.

**An All-Star  
threw out the  
kid gloves when  
he put on the  
golden one.**



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# Rebellion

SYSTEM: PC CD-ROM  
PUBLISHER: LUCASARTS  
DEVELOPER: COOLAND INTERACTIVE  
RELEASE DATE: END 8TH

*The Force is strong in this one...*



Before work began, character sketches of all of the races were done. Here is one of the advisors to Jabba the Hutt.

**W**hile Interstellar strategy fans have been playing *Master of Orion 2* for a few months, perhaps the game they are really waiting for is a real time

Interstellar strategy game based around the *Star Wars* license.

Enter *Rebellion* from LucasArts.

*Rebellion*

allows players to take command of either the Imperial or rebel force in a nicely balanced strategy game. The game breaks down into two major parts: tactical and strategic. In the strategic mode, players manage resources, deploy fleets, create new units and other somewhat typical strategic operations.

What really differentiates this game from other planetary conquest titles are the characters within the game. There are more than 50 characters. Certain characters, such as Luke, Darth Vader, etc., have the use of *The Force*, which they can use to increase their other abilities such as combat, espionage and diplomacy. Furthermore, there are relationships between characters. When Vader and Luke occupy the same sector, they will be able to 'sense' one another ('I felt your presence'). Often, the two will be drawn towards one another, leading to a conflict that can result in one or the other being captured, depending upon their abilities at that point in the game. Should Luke get captured, Han Solo and Lando may feel that they need to rescue Luke, if the player doesn't make a move to do so himself.

Such a scenario can end with the other characters getting captured, or with them being successful.

Tactical combat takes place in real time. The actual combat takes place within a 3D cube of space. Each 'ship' displayed in the cube represents one squadron of fighters, or a single capital ship. Players can assign any number of preset offensive or defensive maneuvers. In addition to the more standard 'select a ship and click on your objective' command, it is possible to zoom in on a battle and see any ship's detail, which is composed of texture-mapped polygons.

Clearly this game is one that strategy fans have been waiting for for a long time. In a few more months, *The Force* will be with us once again.

1 Imperial Star Cruisers are gathering around a rebel planet. Events like this trigger small cinematics. 2 The main interface of the game is a series of nested windows. Here the rebels have C3PO and R2D2 to advise them. 3 All resources have two forms, raw and refined. Cloud cities act as good mineral refinement centers. 4 The Emperor is one of the characters heavily involved in the game. He is obviously one of the more powerful pieces for the Empire.



Shield generators can help protect bases. Be sure to take them out first before making a planetary assault.

**An All-Star can take the heat without a fan.**



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# Hexen 64

SYSTEM: NINTENDO 64  
PUBLISHER: GT INTERACTIVE  
DEVELOPER: 3D SOFTWARE  
RELEASE DATE: JUNE

'Deathmatch' is now a reality on the Nintendo 64!

Originally a popular title on the PC, *Hexen* now heads home to the Nintendo 64. While it will have some fierce competition from *Doom 64*, *Hexen* seems to provide enough little extras to hold its own.

There are three main characters

to choose from: a Warrior, Mage and Cleric. Each possess their own unique weapons, fighting style and abilities, which not only forces the gamer to play them differently, but also helps to increase the replay value of the game. While it does follow the tradi-

tional gameplay of *Doom*, *Hexen*

64's emphasis seems to be more on puzzle-solving than on straight action. The challenge of the various levels is not necessarily to destroy all the enemies, but rather to figuring out how to solve the various puzzles and evading the hidden traps.

As in the PC, *Hexen 64* will have 31 levels, which include a few secret bonus stages. The stages have all been faithfully reproduced, and id even took it one step further and added little enhancements, such as fog, on a few of the higher levels. It is nice to know that the fog has been added as an effect and not as a necessity, like it was in *Turk*.

Graphically, *Hexen 64* closely resembles the PC version, but due to the abilities of the N64, backgrounds and character are now all anti-aliased. While this helps to smooth out the rough



edges, it unfortunately makes everything a bit blurry. Hopefully this will be addressed before the final release.

The feature that will definitely help to push *Hexen* ahead of *Doom 64* is the deathmatch option. Up to four players can play split-screen against each other in a heart-pounding competition for survival. While the game was only 75% finished, the four player mode only hinted at slowdown and the framerate was relatively high.

With all these extra features, it looks like *Hexen 64* will be a serious contender. It doesn't have the visual appeal of *Turk*, or newly designed levels like *Doom 64*, but *Hexen*'s multi-player mode is what the gamers have been waiting for all along. If the framerate can be improved, and the blurriness reduced, then GT Interactive just might have a hit on their hands.



1-2 *Hexen*'s strong point is the multi-player option. Now up to four gamers can compete in a duel to the death. 3 Effects such as fog help to provide an eerie atmosphere to the game and besides, it looks nice. 4 *Hexen* takes *Doom* to a whole new level.

1 Improved textures make the levels look even better than the PC original. 2 Wizards are a recurring nemesis in *Hexen*, and have the ability to teleport. 3 The realm of *Hexen* is home to many strange and powerful creatures. 4

5 *Hexen* is full of puzzle-oriented gameplay. Activating switches like this in the correct order are but one of the many obstacles you will face.

5 D-Sparill will taunt you throughout your journey. Only by defeating him can you hope to return to your own dimension.





# Wild Arms

SYSTEM: PLAYSTATION  
PUBLISHER: SONY CE  
DEVELOPER: MEGAREVISION  
RELEASE DATE: MAY

*Last of a dying breed? Only time will tell...*

**B**oasting a 70% sell-through rate and over 250,000 copies sold in the first two weeks of availability in Japan, *Wild Arms* is a traditional turn-based shooter that effectively utilizes the expanded effects library of the Sony PlayStation.

Most of the game looks pretty much like a number of 16-bit RPGs, but the sprite-based graphics are significantly enhanced to the point that it can be considered the best looking RPG yet available for a next-generation system. The game's transparent dissolve effect that takes place when entering a building and moving between floors is especially nice. Gameplay takes place primarily from an isometric viewpoint with an occasional screen at a lower camera angle when an important location or artifact is discovered. The battle scenes are reminiscent of those in *Beyond the Beyond*, except they feature 3D polygonal graphics with variable camera angles and more impressive fighting effects.

Other unique features include the ability to control three different characters, each of which have their own

storyline that eventually converges with the other characters. The three available characters are Rudy Roughnight (a young, orphaned wannabe adventurer), Jack Van Burece (a treasure hunter), and Cecilia Lynn Adelhyde (a young mystical princess). The characters possess their own strengths and weaknesses, and must join together to protect the quiet planet of Filgala from the evil intentions of the Metal Demons.

One of the more intriguing aspects of the game is the spell binding system, where different environmental elements (like water or fire) are bound together in different combinations to create spells of different strengths and capabilities. Up to 32 different spells can be created, all of which are quite impressive to behold.

With the release of *Final Fantasy VII*, *Wild Arms* may be one of a dying breed of traditional RPGs. The good news is that *Wild Arms* may be the best example of the genre. It should prove to be an entertaining diversion until *Final Fantasy VII*, and the next generation of RPGs arrive.



1 One of the unique features of the game is the ability to bind elements to create up to 32 spells of differing capabilities. 2 Gameplay is traditional, turn-based RPG — fight, defend, or run. 3 Most of the game features an isometric view angle, but the perspective changes on occasion when an important discovery is made.

4-5 Discover what it's like to be short, cute, and polygonal in a harsh, cruel world. Don't worry, little one, that bully's going to learn that psychokinesis is a bitch! 6-7 PlayStation special effects are put to good use, especially the dissolve that takes place when traversing between floors in a house.



## An All-Star dances to chin music.



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# Broken Helix

SYSTEM: PLAYSTATION  
PUBLISHER: KONAMI  
DEVELOPER: KONAMI  
RELEASE DATE: MAY

*The good, the bad, and the foul-mouthed...*

One of the most widely underutilized elements of videogame design is undoubtedly the audio, and more specifically, dialogue. The main reason why dialogue has never really been explored in videogames is because of limiting formats. Simply put, dialogue takes up a lot of memory and the cartridge formats of systems like the Genesis,

Super NES and yes, even the N64, don't have the room to accommodate it. CD-ROM, on the other hand, is a different issue, and the developers of *Broken Helix* are seemingly the first team to recognize the potential of this kind of work. Sure, there was a little bit of voice acting in *Resident Evil*, but *Broken Helix* goes way beyond.

Delivered in the form of a first person shooter, *Broken Helix* is really more of an adventure game than a *DOOM*-clone. The way to succeed in the game is to talk to, or rather verbally abuse, the other characters until you get the information you need to perform your main task.

which is to diffuse bombs and generally set things right in a series of highly unstable scenarios. Along the way, you will need to get your hands dirty with a little bit of first-person shooting, but at this point in development, it doesn't seem to be the main focus of the game and therein lies its promise. And if the voice acting of Bruce Campbell (*Evil Dead*, *Army of Darkness*), and as many other hilarious stereotypes as you can fit on one CD doesn't suck you into the

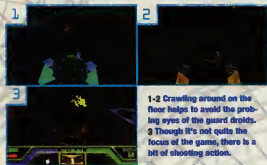


game, then the well-planned strategy elements just might. Forget about cruising around like an oafish exterminator (though the dialogue does make it kind of fun to shoot the innocent), *Broken Helix* is about stealth operations. If the game stays on track, we could be in store for a very different and exciting game.

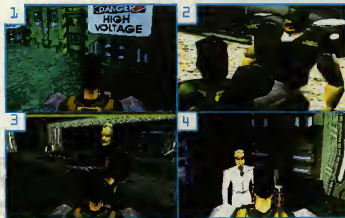
Expect to find some characters in compromising positions.



1 The interlaced FMV cut-scenes give the game a cinematic feel. 2-4 More like an adventure game than a first person shooter, *Broken Helix* requires that you find certain items to use later in the game.



1-2 Crawling around on the floor helps to avoid the probing eyes of the guard druids. 3 Though it's not quite the focus of the game, there is a bit of shooting action.



1 The deadpan voice acting of Bruce Campbell (*Evil Dead*, *Army of Darkness*) gives the game a whole new kind of enjoyment factor. 2-4 Talking to different characters in the game gives you clues to help you with your missions. Feel free to verbally abuse them if you're not getting what you need.

# GET SHAFTED FOR THE LAST TIME...

# Theme Hospital

SYSTEM: PC CD-ROM  
PUBLISHER: ELECTRONIC ARTS  
DEVELOPER: ULTRAGAM  
RELEASE DATE: APRIL

*Where your patients get better as their wallets get slimmer*

**B**ullfrog was massively successful with its *Theme Park* title, which appeared on PC, Saturn, PlayStation and even Jaguar. Following on the heels of that off the wall title is its sequel: *Theme Hospital*.

Players take command of an entire hospital and build it from the ground up. With the design of everything from waiting rooms to research departments in their hands, players have absolute control. Handling the daily influx of patients (who suffer from broken hearts, third degree

sideburns and other ailments) is a major part of the game, but the the game requires excellent resource management skills to establish your hospital as a respected medical institution.

Each member of the staff, from the doctors to the nurses, receptionists and handymen has his or her own set of statistics and abilities. The best employees cost more and

have diverse skills and are competent workers, but can you afford them? What if they demand higher wages? Staff negotiations play as large a role here as they did in *Theme Park*.

By building a research department, players can develop cures for ailments that their competitors may not have, thus enabling you to steal some sick folks from other quacks. As you get better at treating patients, you may be able to raise your prices, but don't raise them too high or people will visit other hospitals.

Some of the interesting facets of the game involve ethical questions the game raises. Should you

attract people with ailments who can't cure, so that you can conduct research and potentially corner the market on some new drugs? If so, are you prepared to watch your reputation plummet as the victims drop like flies?

In addition to an addicting single player mode, the game will allow for



network play, where up to four players can run rival institutions. Introducing epidemics and stealing patients will be the primary goals there.

*Theme Hospital* is an extremely complex, but very addicting game with loads of character and humor. PlayStation and Saturn versions of this title are due a few months after the PC version is complete.



1 Your research department is where you can really generate some cash flow. Placing your clients for new cures is easy if you're the only one who has them.  
2 As with *Theme Park*, your advisor will occasionally pop-up and tell you what to do, he makes learning the game a snap.  
3 Your whole hospital is run from windows like these, while your patients are treated in real time.  
4 At any time, you can click on a patient and it will tell you everything about him... everything from his health to his mood.

These people portions are what the computer uses to build your staff and patients. Notice all the possible variations and strange props. Hey, is that a bear suit over the bottom?



These waiting areas are good, but if people wait for too long, they will get annoyed and leave.





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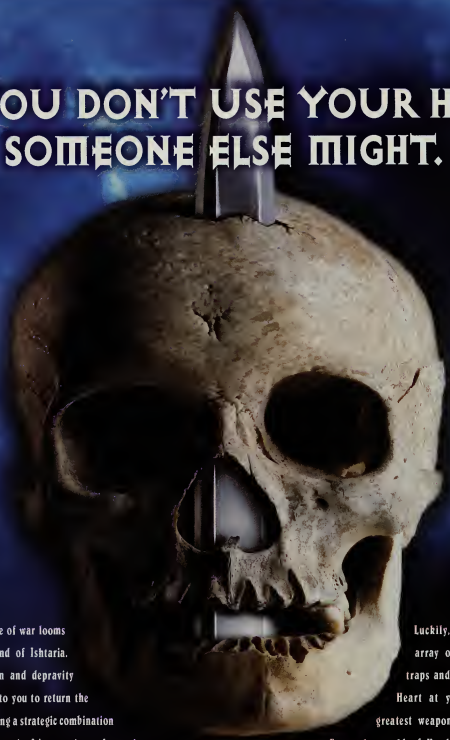
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## VANDAL-HEARTS

# Top Gear Rally

DIST: NINTENDO EA  
PUBLISHER: KEMCO  
DEVELOPER: BOSS GAME STUDIOS  
RELEASE: MAY 24TH 97

## Can Kemco compete with the big boys?

**W**ith Sega AM3's introduction of *Sega Rally* into arcades and the home in late 1995, racing has taken on a very different feel. All kinds of companies have hoped to present their slightly revamped or 'improved' versions to gamers — *Dirt Dash* and *Rally Cross*,

and with the style of racing,' says Colin Gordan, vice president of Boss Game Studios. 'Top Gear Rally' can do things the others just can't do.'

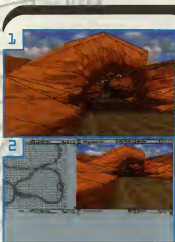
*Rally* does stand out from the crowd. First, it'll appear on Nintendo 64, so it's likely to look very good. The developers are crafting the exquisite looking rally cars with a minimum

of polygons, so more can appear on the screen at one time, but also to enable players to navigate across large, multi-terrain courses. And here's where Gordan is hoping to make good on his promise: players aren't limited to the restraints of a prescribed track. Bounce off course, and maybe you'll find a short-cut and beat out the leader, or maybe you'll drive into a river and lose the race for good. 'You've got to be skilled,' explains Gordan.

'Players are not likely to win after up-ending their cars. The 'catch-up' intelligence, if you will, is not as forgiving as in a game like *Mario Kart*.'

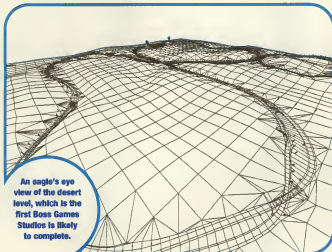
Of the nine immediately selectable cars, each will drive differently from the next. The list ranges from four- to two-wheel drives, front- or rear-wheel drives, and a slew of custom rally cars.

The Japanese and U.S. versions will feature completely unique vehicles. At least two cars are hidden, and in the



1 The practice mode will best enable gamers to explore the vast territories, like this desert plains. 2 Now you know how intimate developers get with their levels. This desert wire-frame provides a little insight into the making of just one course.

to name a few — but with only mild success. The similarities between *Sega Rally* and Kemco's *Top Gear Rally*



An eagle's eye view of the desert level, which is the first Boss Game Studios is likely to complete.



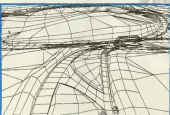
The cars' default color at this point is aqua blue, so this Ford will change in the final version.

'Season Mode', like a tournament mode, each season contains two to four courses, in which the hidden cars can be found. Other cool hidden treasures include tracks reachable by attaining first in all of the courses. Different driving modes include Practice, Season, and Arcade modes (like time attack).

Last, but not least, are *Rally*'s wide-ranging terrains and adjustable weather conditions. Courses will undulate with jumps, mounds, and obstacles for getting good air, and the changing seasons (like sleet, snow, and rain) are bound to make repeating courses more challenging. Furthermore, it's likely cars will take damage, possibly affecting the car's performance. Players will have the also have the choice of racing against another player as well.



1 The Japanese version will feature cars special to that crowded, cool island. They'll look, drive, and handle differently. 2 Kemco couldn't get the OK for the real logos from companies like Toyota and Porsche, but players will definitely know when they're driving this Porsche.



Remember this shot. You'll be glad you did, because the first time you play your buddy, you'll know every turn off the beat.

# Release List

\* NOTE: All release dates are subject to change at any time

## April

### Nintendo 64

Blast Corps. - Nintendo

### PlayStation

Battlesport - Acclaim

Castlevania Bloodlines - Konami

Dark Sun - Data East

Down In The Dumps

- Philips Interactive

Golden Nugget - Virgin

Grand Slam - Virgin

Magic: Battlemage - Acclaim

Midnight Run - Konami

MVP Baseball - Data East

Need For Speed 2

- Electronic Arts

Nightmare Creatures

- Mindscape

Onide Soccer

- American Technos

Overblood - Electronic Arts

Pitfall 3D - Activision

QAD - Philips Interactive

Rage Racer - Namco

Shining Sword

- American Laser Games

Strange Golf - Mindscape

Swagman - EIDOS Interactive

Thunder Truck Rally - Psychosis

VR Baseball - Interplay

### Saturn

Battlesport - Acclaim

Battlestations - Electronic Arts

Dream Knight - Jaleco

Grand Slam - Virgin

Hard Boiled - GT Interactive

Jajamaru - Jaleco

Magic: Battlemage - Acclaim

Mechwarrior 2 - Activision

MVP Baseball - Data East

Saturn Bomberman

- Hudson Soft

Spiked - Sega

Swagman - EIDOS Interactive

Syndicate Wars - Electronic Arts

Tecmo Super Bowl - Tecmo

VR Baseball - Interplay

### PC

Conquest Earth

- EIDOS Interactive

FPS: Golf (Win 95) - Sierra

Grand Slam '97 (Win 95)

- Virgin

Lands of Lore 2 - Virgin

Shadow Warrior - GT Interactive

World Series Baseball (Win 96)

- SegaSoft

## May

### Nintendo 64

Dark Rift - Vic Tokai

Hexen 64 - GT Interactive

Robotron X - Midway Home Ent.

### PlayStation

Aaron vs. Ruth - Mindscape

Ball Blazer Champ - LucasArts

Hexen - GT Interactive

Marvel Super Heroes - Capcom

MDK - Playmates Ent. Inc.

MVP College Football

- Data East

Resident Evil 2 - Capcom

Shadoan - Ready Soft

Spawn - Sony CE

Wild Arms - Sony CE

### Saturn

Bedlam - GT Interactive

Dragon's Lair 2 - Ready Soft

Extreme Pinball - Electronic Arts

Magic Knight Rayearth

- Working Designs

Marvel Super Heroes - Capcom

Pinky and the Brain - Konami

Super Motorcycles - Acclaim

Wing Commander 3 - Origin

### PC

Armored Fleet 2 - NovaLogic

Betray Antara (Win 96) - Sierra

Galactic Mirage (Win 96) - Virgin

The 11th Hour (Win 96) - Virgin

Ultima Online (Win 96)

- Electronic Arts

War Inc. - Interactive Magic

## June

### Nintendo 64

Clay Fighter 63 1/3 - Interplay

GoldenEye 007 - Nintendo

War Gods

- Williams Entertainment

Star Fox 64 - Nintendo

### PlayStation

Aerial Striker - Atlas Software

Bedlam - GT Interactive

Demon Driver - Philips

Killing Time - Acclaim

Mortal Kombat 2 - Acclaim

Necrodone - Mindscape

Pinky and the Brain - Konami

The 11th Hour - Virgin

Time Crisis - Namco

War Gods

- Williams Entertainment

Wild Nines - Interplay

### Saturn

Aerial Striker - Atlas Software

Broken Helix - Konami

Demon Driver - Philips

Descent - Interplay

Killing Time - Acclaim

Manx TT - Sega

MVP College Football

- Data East

NBA Basketball - Konami

Sacred Poole - SegaSoft

Shadoan - Ready Soft

Ultimate Football - Sega

Wild Nines - Interplay

### PC

Deathtrap DNG (Win 95)

- EIDOS Interactive

Galactic Conquest

- The 3DO Company

Red Baron 2 (Win 95) - Sierra

Unreal - GT Interactive

## July

### Nintendo 64

Robotech: Crystal Dreams

- Philips

### PlayStation

Down In The Dumps - Philips

Legende Football '97 - Accolade

QAD - Philips

Sign of the Sun - Koei

### Saturn

Legende Football '97

- Accolade

Lunar: Director's Cut





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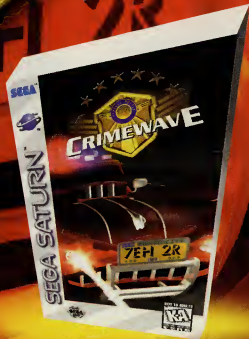
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SEGA SATURN



# REVIEWS

Welcome to the most comprehensive reviews section anywhere.

Where do you go when you want to find out what games are hot and which aren't? Well, if you were us, you'd sit down and play all of those games in about a two week period and then, using your supremely analytical mind, you'd weigh all the factors and then you'd pass judgement (that always sounds so final...). Then you'd know which games were the ones that were worth playing and which were more deserving of

a one way trip to the round file. Of course, on the down side, if you were us, you'd have to dress like Chris (which isn't bad, if you like cages), plus you'd be yelled at all the time by Bill (which is pretty much always a bummer...). So why not just take it easy, and check out the *Ultra Game Players* review section? That way, no one will laugh at your clothes and you won't have nightmares about Bill (well, you might have those anyway...).

## INSIDE THE SCORE-BOX

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

- **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can put the player into a world and make the experience seem all the more real. **Weighted by 4.**
- **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you as an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- **SOUND EFFECTS** Good sound effects can actually help you to "feel" the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small "tick" on combat. **Weighted by 2.**
- **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- **BALANCE** Is the game chickadee easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk on a bear back to the village? **Weighted by 4.**
- **DEPTH** Ever bought a game, fallen in love with it

the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that "little extra", tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.

066 Amok

062 Command & Conquer

069 Die Hard Arcade

076 Doom 64

087 G-Name

068 Independence Day

080 Mechwarrior 2

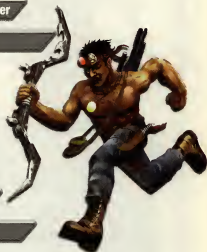
074 Nanotech Warrior

077 Rage Racer

079 Realms Of The Haunting

062 Turok: Dinosaur Hunter

070 Vandal Hearts



### THE ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our **ULTRA Award**. This is our guarantee that you'll love these games, so don't miss 'em!

### RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... complex) rating in the industry.

10 Extraordinary	8.0-8.9 Very Good	6.0-6.9 Average	4.0-4.9 Seriously Flawed
9.0-9.9 Ultra	7.0-7.9 Good	5.0-5.9 Lacking	3.0-3.9 Unforgivable

# REVIEW NINTENDO



ニンテンドウ64



# TUROK: DINOSAUR HUNTER

Could this be the first anti-aliased bloodbath ever?

For those who still think a first person shooter needs to be set in a dark and moody hallway to be effective, *Turok: Dinosaur Hunter* should definitely be on your list for checking out. With its full 3D freedom to explore the enormous outdoor levels,



*Turok* gives the player a new kind of thrill in a familiar game play model. And though it would be impossible to say that this new take on the first-person shooter is a complete success, it does offer enough variety in this tired genre to make it interesting again. *Turok* also makes an impression with its amazing graphics. Some of the very best videogame visual effects ever are created in the jungles of *Turok* and all in full 3D. The waterfall effects, for example, are as captivating as those in any travel brochure. The foreboding sky sends a powerful message to the player. Where *Turok* begins to fall apart a little is in the overall focus of the gameplay. With its endless wandering

and many platform challenges, the player soon starts to wonder if this may have been a better third person (*Mario*, *Tomb Raider*) game with the character of *Turok* actually on the screen.

As one of the first hardcore action games for the N64, *Turok: Dinosaur Hunter* says quite a bit for the future of the system. The environments are big and beautiful (though they do suffer from a limited texture palette) and the polygonal enemies are finely detailed and nicely animated. Also, the visual effects used to represent the many impressive weapons in the game are nothing short of spectacular. The exploding arrows alone are reason enough to set out with a goal of blowing some things up. To be able to present such a detailed and polished world, the developers have had to sacrifice a little bit when it

comes to the player's depth of vision. A thick and obscuring fog hangs just beyond the foreground throughout the game, but what does show up is always pretty and often times gorgeous. These effective environments are especially appreciable when the player is forced to do a good bit of wandering around looking for special keys to open up the rest of the game. Also done quite well are the sound effects, which help to complete the realistic environments in full authenticity. The constant



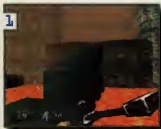
1-2 *Turok* offers some pretty dramatic weaponry in the form of exploding shotgun shells and magic arrows.

With some of the prettiest graphics to appear in any N64 game, *Turok* is a visually appealing game.

chirps, growls and roars sell the danger of the environment in a big way.

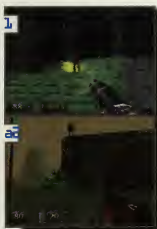
In a game that looks as good as *Turok*, it's sometimes easy to overlook some of the minor gameplay snags, but there are a few that need mentioning. Beyond the frustrating inclusion of several platform challenges, which seem to have no real place in a first person game, *Turok* also suffers from the use of repetitive textures. Though all the textures in the game are nice to look at, the repetition makes it difficult to navigate the enormous and sometimes confusing levels. From level to level, there is a good bit of variation, but within each level this can be a problem. Finally, the choice of a non-traditional controller configuration makes the

1-4 The many traditional platform game challenges spread throughout the game are often a source of frustration and get in the way of the real fun of the game.





## THE DANGERS



1-2 Aiming your weapons with the analog controller adds to the depth of gameplay and creates an exciting new challenge.

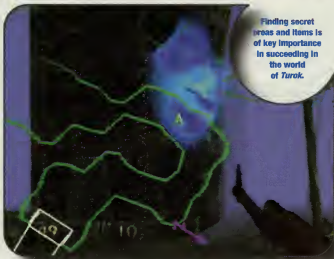
game a little difficult to play at first. Unlike the control of Mario, the analog stick does not work to move Turok through the 3D environment. Instead, the analog controller is used to look around (Up, Down, Left and Right) and aim weapons. This controller set-up eventually proves to work pretty well, but it would have been nice to have a more traditional control option as well. In all, *Turok* is a pretty good action game for the N64, taking full advantage of all the system's graphic prowess and offering a couple of nice thrills



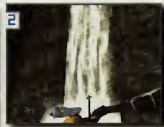
throughout. The game is certainly not without its gameplay flaws, but in the end, it's more positive than negative and that's good news for the software starved N64 audience.

by PATRICK BAGGATTA

1-5 Strewn throughout the elaborate environments of *Turok* are many deadly creatures. From human hunters to some of the most ferocious dinosaurs ever show up in a videogame, Turok encounters danger at every turn. Fortunately, Turok also has one of the most impressive list of weapons known to man.



Finding secret areas and items is of key importance in succeeding in the world of Turok.



1 Set outside, the game offers more 3D freedom than most first-person shooters. 2 Dramatic visuals, like the waterfalls, contribute to the realism of the environment. 3 The fog that hangs just beyond the foreground obscures the view of the player.

### ALTERNATIVES

Mario 64 10  
Tomb Raider 9.5

### THE LINE

#### AUDIO & VIDEO

GRAPHICS	10
MUSIC	8
SOUND EFFECTS	9

#### GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	8

#### SPECIAL

EXTRAS	7
PRESENTATION	10
INNOVATION	7

### RATING

# 8.3

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DON'T

WORRY

ABOUT

YOUR

MOMMA,

I'LL

TAKE

YOU

TO

SCHOOL.



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# REVIEW SATURN



セガ サターン



# AMOK

*After a couple years of development, is this title worth the wait?*

**S**camvenger started developing *Amok* for the ill-fated 32X, but now over two years later, the game has gone through many metamorphoses to finally reach the Saturn.

The presentation is exceptional, with a sharp front end, techno-gothic music, and some good cut-scenes. The graphics in *Amok* are moody, dark, and, unfortunately, way too repetitive. The first couple of levels, I forgive the graphics because of the well-designed textures, but as the game went on, so did the same textures, over and over again. Wandering around the 3D landscapes in a futuristic sub or land walker, destroying all that crosses your path, is enjoyable and missions are well designed and fresh for all of the seven levels. Both vehicles are represented with detailed and smooth polygon models that move with incredible realism. But perhaps the best feature of *Amok* is the tight control. Pure shooters require the tightest of control to avoid



enemy fire and *Amok* has handled this better than any other 3D shooter.

There is plenty of good in *Amok*, but having only one life and no continue points is beyond frustrating. Even if you're a skilled player playing on easy, you will undoubtedly pull out your hair trying to reach the end of this game. In my opinion, the developers put in this snafu to hide the short game that *Amok* really is, and frankly, that's just poor game design. I don't mind a challenging or even a hard game, but *Amok* is just unfair. Another problem I pointed out earlier

is the lack of variety in the game. Whether you're on land or in the sea (something that is very hard to tell), the enemies, backgrounds, and battles all look and play similarly.

The first few times I played *Amok*, I considered it one of the better Saturn titles available, but the more I played this game, the less I appreciated it. The two-player, head-to-head or cooperative mode is a nice addition, but the split-screen and fuzzy graphics make it nearly impossible to play. Even at that, *Amok* is a good, solid game, but it could have been much more.



Dodging a barrage of incoming fire while trying to knock out an enemy base is the pinnacle of this title.

MIKE MON

1-2 Whether you're in the land-stalker or the sub, you have incredible control, but you're also stuck to the ground. 3 The presentation in *Amok* is top-notch, with everything from the logo on down giving the proper feel. 4 The map-screen is essential and it's easy to use. 5 Roaming around the city in the later levels is the best part of *Amok*. 6 The level layouts are well-designed, but the repetitive graphics make all the levels look the same.

ALTERNATIVES  
Gun Griffon 5.2  
The Raven Project 5.2

## THE LINE

### AUDIO & VIDEO

GRAPHICS	7
MUSIC	9
SOUND EFFECTS	8

### GAMEPLAY

INTERACTION	9
BALANCE	5
DEPTH	7

### SPECIAL

EXTRAS	5
PRESENTATION	5
INNOVATION	9

## RATING

6.4





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# REVIEW PLAYSTATION



プレイステーション



# INDEPENDENCE DAY

*A wannabe flight sim with a movie license to kill*



As anyone in the game industry knows, a videogame with a movie license usually has a heavy dose of marketing, and meager portions of good game design. Sure, there have been exceptions, like *Alien Trilogy* and Fox's own *Die Hard Trilogy*, but *Independence Day* proves to be the rule and not the exception.

The gameplay in *Independence Day* actually has only the flimsiest of links to the actual content of the summer blockbuster movie. The game's sole purpose is to recreate the magnificent air battles of the motion picture and doesn't utilize any other element from the film. Okay, a flight sim with a "battle the aliens" premise has potential. But it is in the actual implementation of this concept that the game falls apart. There is no

sense of piloting a high performance jet fighter at all. The player might as well be driving a bus as he points and shoots need to actually pilot an aircraft. Even taken as a point and shooter, *Independence Day*'s gameplay is highly unsatisfying. A laundry list of complaints is topped off by planes that bounce off

buildings, an alien forcefield that is used to artificially restrict the play area, automatic weapons locking that removes any need for skill from the player, generic cityscapes (featuring randomly placed landmarks) that are immune to damage, and aircraft that can't even perform a loop!

Although *Independence Day* does feature double-digit numbers of aircraft to pilot and cities (levels) to battle over, any credit that the game might get for depth is diminished by the quality of the gaming experience. All the aircraft supposedly possess different performance attributes, but none of the differences actually seem

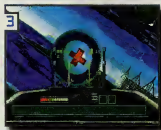


discernible when piloting them. Each level has different mission objectives, but the experience seems annoyingly similar each time, as only the objects to destroy change from level to level. As good as the game may look in screenshots, *Independence Day* also lacks in the technical aspects. Graphics are grainy and suffer atrocious amounts of draw-in and the control is overly sensitive to inputs.

The main item that is lacking here is the fun that permeated the motion picture. The game is a collection of videogame clichés wrapped in the cloak of movie license Hell. Buy the movie instead. It's more fun, and cheaper to boot.

ROGER BURCHILL

- 1 As you can see from the sophisticated instrumentation, this game is no flight sim.
- 2 Each level features an alien forcefield to keep you within the play area.
- 3 Remember in the movie when the good guys would pick up power-ups floating in mid-air? I don't.
- 4 *Independence Day* features a dizzying array of combat, prototype, and experimental aircraft to battle the aliens.
- 5 Head to head, two-player action is available via link cable or split screen, but the aliens are no longer the target. Go figure...



ALTERNATIVES

Warhawk 7.2  
Air Combat 6.4  
Bogey Dead 6.2



Despite some recent exceptions, *Independence Day* proves that the curse of the movie license lives on.

## THE LINE

### AUDIO & VIDEO

GRAPHICS	5
MUSIC	6
SOUND EFFECTS	6

### GAMEPLAY

INTERACTION	4
BALANCE	6
DEPTH	5

### SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	4

## RATING

5.3

セガ サターン



REVIEW  
SATURN

# DIE HARD ARCADE

*Arcade perfect, arcade short*

**A**s *Die Hard Arcade* leaps into the Saturn scene, Sega must be saying, 'It's about time the damn ST-V paid off.' Basically a Saturn with more video RAM, the ST-

V was supposed to be Sega's ace in the hole, with great arcade games that would get converted effortlessly and flawlessly to Sega's 32-bit system. However, the ST-V earned a reputation as a system for quirky and mediocre games. No longer — *Die Hard Arcade* was an entertaining coin-op, and it's a solid home console title.

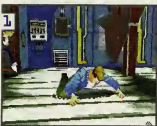
The core of *Die Hard Arcade* is all *Streets of Rage* (beat up people, then beat up a lot more people), down to the 2D fighting, but Sega builds enough on top of it to make something altogether different. In addition to the standard punch, kick, and throw moves, your characters can perform a host of cool special moves. An office favorite is the female cop's crotch kick, which sends even the deadliest male enemies to their knees. Plus, the baddies tend to leave guns and weapons around for players to pick up, which lets players experiment with close and long range fighting strategies.

Sega's biggest coup, though, is how alive their world feels. The envi-

ronment is detailed and interactive, affecting the way you play. Everything in a room can be used. Sometimes it's a weapon, sometimes it's just the thug that begs for mercy, then rabbit punches you, but players will find themselves immersed in *Die Hard Arcade*'s 'reality' immediately. The only drawback in the game is the inability of the character to move diagonally, but this detracts only slightly from the entertaining gameplay.

Most everything about this game works so well that saying the game is too short seems like nitpicking.

Unfortunately, it isn't. Experienced gamers can finish *Die Hard Arcade* in less than 20 minutes, which isn't a lot of time for fifty bucks. Although this may work in the arcade to satisfy players with small bankrolls, it can annoy Saturn owners who can play as long as they want. Still, players who liked playing



1 'Anybody see my contacts?' *Die Hard*'s dramatic camera views raise the excitement level without interfering with gameplay. 2 'It cleans, too!'



Players with guns can arrest enemies, which saves you time for more punching and kicking.

*Nights* or *Virtua Cop* will have no problem replaying *Die Hard Arcade* start to finish.

*Die Hard Arcade* may leave you hungry, but what you get is choice.

• JEFF CHEN

ALTERNATIVES  
Guardian Heroes 8.5  
Time Commando 8.9  
Perfect Weapon 4.7

## THE LINE

### • AUDIO & VIDEO

GRAPHICS	9
MUSIC	10
SOUND EFFECTS	9

### • GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	6

### • SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	7

## RATING

8.2



REVIEW

PLAYSTATION



プレイステーション



# VANDAL HEARTS

A turn-based strategy game wrapped in a neat RPG package

On the surface, *Vandal Hearts* appears to be just another average 32-bit, 3D, RPG. This game offers no randomly-generated battles and is extremely linear in nature. However, the game's engrossing turn-based combat, neatly wrapped in an RPG storyline, is compelling from beginning to end.

Set in the mystical land of Ieharta, a political power struggle has brought the realm to the brink of war. Subsequently, the player's party advances from skirmish to skirmish in hopes of securing magical items

that may inevitably restore democracy. From an overhead perspective, the party is continuously outnumbered or surrounded (or both), which puts the gameplay emphasis on strategic grid-based movement and battle tactics.

Each battle is its own puzzle, with varying objectives. For example, you must protect certain items from being destroyed, or eliminate specific foes in under a certain number of moves. This keeps the gameplay fresh and extremely well-balanced. While the characters are quick to gain

new levels, enemies increase in number. New and more powerful enemies are continuously introduced. After the player carves a way out of danger, don't expect to go exploring, as the noncombative RPG trappings are limited to 'one stop' shopping at the nearest village.

Overall, the combat engine is well done, and players can easily cycle in and out of menus. The camera allows the battlefield to be viewed from different angles and heights. During the actual melee, the camera automatically zooms in tight for a

close shot of the action. The hand-drawn characters tend to pixelate quite a bit during these close-ups, and the frame rate isn't that great, but the visual effects carry the game.

Clinging words and the punchy twang of a releasing bowstring are just a few examples of the excellent sound effects. Musically, the battle score seems to be the same track over and over. Thankfully, it never really becomes wearying.

This game engages the player in strategic warfare without bogging them down in a bunch of boring aim elements. *Vandal Hearts* challenges RPG fans



1 At the Dojo, characters of level 10 or 20 can advance to entirely new classes. 2 Invariably, your party will do better when fighting from higher ground.

to forget (at least momentarily) the upcoming release of *Final Fantasy VII*.

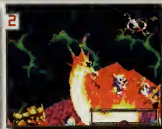
• TOM RUSSO

## ALTERNATIVES

Sakuden 7.5  
Guardian Heroes 6.5  
Dragon Force 8.5



No, it's not *Samurai Shodown*, but this cool, blood-spurting death animation could have been inspired by it.



1 Pushing giant boulders down on your opponents is damaging, and really fun. 2 What a spell! The Fire Salamander kicks ass! 3 If your party's leader, Ash Lambert, dies, you have to restart. 4 Each terrain poses new challenges, like lava or poisonous swamps.

## THE LINE

### AUDIO & VIDEO

GRAPHICS 7  
MUSIC 7  
SOUND EFFECTS 8

### GAMEPLAY

INTERACTION 8  
BALANCE 9  
DEPTH 9

### SPECIAL

EXTRAS 7  
PRESENTATION 7  
INNOVATION 6

## RATING

8.0

WITH  
PLAYER STRIKES,  
FREE AGENCY,  
AND CONTRACT  
DISPUTES,  
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IS THE FUTURE  
OF SPORTS?

GENRE: SHOOTER • PLAYERS: 1 • PUBLISHER: VINDEN • DEVELOPER: TETRAION • RATING: KA • M.S.R.P. \$59

REVIEW

PLAYSTATION



プレイステーション



# NANOTEK WARRIOR

A good case for re-inventing the wheel

The space shooter was once a staple of the videogame industry. If you weren't jumping on floating platforms, you were probably scrolling from left to right, out-maneuvering slow-moving bullets and taking out scores of enemy space ships. As the 16-bit specific genres, such as the space shooter, continue to fade deeper into videogame history, it's becoming more and more refreshing to see an inventive approach at bringing one of them back in true 32-bit form. Enter *Nanotek Warrior*, one of the most exciting shooters in a long, long time.

The idea is actually quite simple — your ship is forced along a suspended tube on which is positioned numerous hazards in the form of enemy ships and stationary obstacles. To avoid the obstacles you must guide your ship 360 degrees around the tube at extremely high speeds while using your massive firepower to take out the enemy. Then, just as you think you've got the hang of the game, your ship is ushered into the middle of the

tube or into a boss stage and the gameplay shifts to something quite different.

*Nanotek Warrior* is the perfect example of a game that could have easily passed on gimmick status alone. Though the idea of a forward-scrolling shooter is certainly nothing new, the approach used in this game is unique. However, instead of counting on the game's novelty potential to carry the weight, the development team took what they had in concept and made it into an extremely tight and enjoyable game. The first things you'll probably find yourself appreciating

in *Nanotek Warrior* are the really smart graphics. Ranging from pretty to spectacular, the overall look of the game is futuristic, sophisticated and sometimes dazzling, with some of the most explosive weaponry around. Another really strong asset of the game is its initiative and thorough control. Though most of the game is spent racing down a giant tube, there are plenty of options for maneuvering around the tube. From complex jumping to riding on the equivalent of two wheels to get through tight spots, *Nanotek Warrior* lets you do it all.

In the end, *Nanotek Warrior* succeeds for one very simple reason — it knows what it wants to be and it does it very well. While some may argue that the space shooter was best left to the Genesis and SNES, it's games like this that help define the term 'forward thinking' and there simply can't be too much of that in videogames.

● PATRICK BAGGATTA



1 Maneuvering your ship through dangerous landscapes at high speed is a big part of the fun. 2 As you learn to play the game, you will soon be using the advanced controls to navigate some tough terrain. 3 The graphics are most easily appreciated through some of the spectacular weapons. 4 Racing on the inside of the tube is a nice change in the action. 5 The boss stages offer a very different challenge from the rest of the game.

ALTERNATIVES

Mipocut: XL: 11.5  
Peachtree: 11.6

THE LINE

● AUDIO & VIDEO

GRAPHICS 9  
MUSIC 7  
SOUND EFFECTS 7

● GAMEPLAY

INTERACTION 9  
BALANCE 9  
DEPTH 6

● SPECIAL

EXTRAS 7  
PRESENTATION 6  
INNOVATION 6

RATING

8.3

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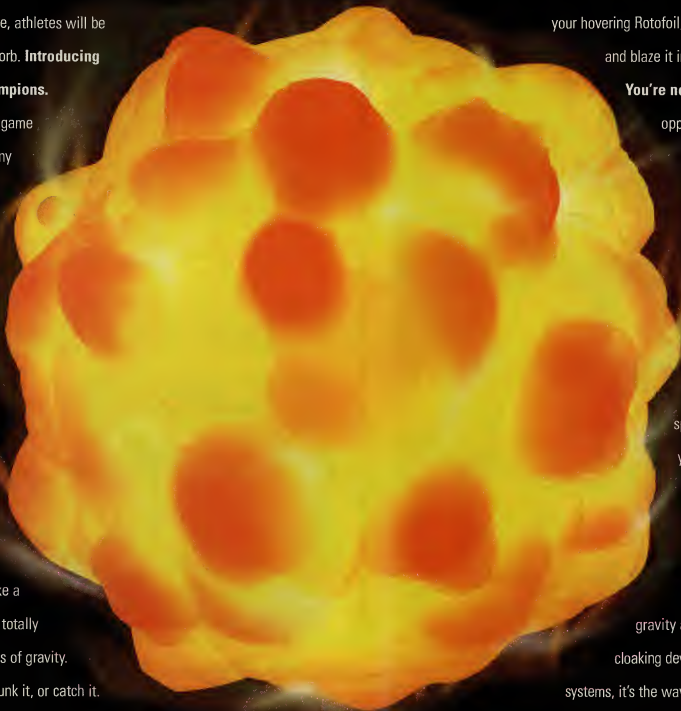
for the Plasmorb.

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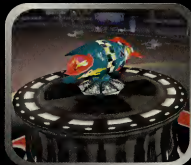
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REVIEW

NINTENDO 64



ニンテンドウ64



# DOOM 64

*Evil comes to the N64 — and it's really cool!*

**U** hat game spawned an entire generation of clones and wannabes? *Doom*. Some games took the model and fudged it badly, while others followed the formula to the T, and still never really got it right. *Doom* is the only game that could really imitate itself well and, now that Midway has finished the last touches to Nintendo's bloodiest, most evil title, *Doom 64* hasn't really changed a bit.

That's praise. It was great to start with, and needed few changes, and that's probably why Id Software

is so happy with Midway's version. The monsters and weapons are redesigned, still recognizable, and there are 25-plus new levels. Effective audio touches like thunder, technical tricks, like magically appearing gangs of Lost Souls, and more surprises than in previous incarnations, like booby traps, and keys that fade into optical illusions, pump life into this classic game.

Against other versions, *Doom 64* is stunning in appearance. The resolution is higher, making details appear clear in the background, and

the tri-linear mip-mapping and anti-aliasing come in handy when creatures come close. Using sprite-based instead of polygonal creatures, Midway stuffs rooms with monsters without hitting slowdown and though the frame rate makes them look jerky, it's forgivable. Control is smooth and fast, and the analog joystick works perfectly with the Z-trigger and the N64 buttons.

The original gameplay has remained fully intact. Waste barrels explode in chain reactions, all nine weapons (including one new one) do all the necessary damage, and the Nightmare Imps, Demons, and especially the Pain Elementals have been redesigned for the better. The creepy atmospheric sound effects seem more like music.

Though the rumored four-player death-match mode didn't make it into the final product, what Midway has accomplished is to keep the original balance of *Doom*, while adding enough new elements to the game to make it better than any other version ever. So, now I can say to you what I've been wanting to say all along: if you liked playing



1 The BFG9000 is bigger than ever. 2 Wall switches and buttons look really creepy and cool.

*Doom*, well, you're really gonna like this — a lot.

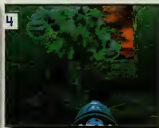
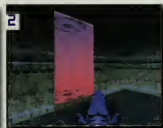
BY CLASS PERRY

## ALTERNATIVES

Disruptor 3.2  
Final Doom 5.3  
Heaven 7.4  
Quake 6.5



Midway's redesign was beneficial in many ways. The new look works well with the classic gameplay of *Doom*.



1 There are flying darts that cause lots of damage. 2 The transports look more techy than before, but still teleport you to new areas packed with deadly beasts. 3 Here the Cacodemon, which looks more like the former Pain Elemental, gets ready to hurl a fireball. 4 The chain gun still rains a shower of bullets on everything in sight.

## THE LINE

### AUDIO & VIDEO

GRAPHICS 8  
MUSIC 6  
SOUND EFFECTS 7

### GAMEPLAY

INTERACTION 10  
BALANCE 9  
DEPTH 9

### SPECIAL

EXTRAS 9  
PRESENTATION 8  
INNOVATION 8

## RATING

8.5

プレイステーション



REVIEW  
PLAYSTATION

# RAGE RACER

*Rage Racer takes the scenic route, but is it the same old road?*

**S**tandard operating procedure for fans of the *Ridge Racer* series has always been arguing its relative merits to proponents of rival racing games. Any racer worth his driving gloves knows

that *Ridge Racer* games feature the most accurate and challenging race and control dynamics in the genre. Ironically, *Rage Racer* may be the series' crowning achievement, but in the competitive world of next-gen racing games, that is no longer enough.

In terms of graphics, few games in the racing genre can compare to *Rage Racer*'s exquisitely detailed tracks and virtual lack of draw-in. *Formula 1* is perhaps the closest competitor in terms of graphics, but *Rage Racer* outshines it in the level of detail exhibited in the environments. The infamous control structure has been tightened up with some of the series' inherent vagueness toned down. A new grip/drift tire select option has also been added to tailor the control characteristics of any car to suit personal preferences. The selection of rides vary from a Morris Mini, to exotic sports cars, and even a pickup. In a new twist, cars must now be purchased with prize money from previous wins. Earnings can also be used to purchase performance tune-ups to hotrod a given car instead of buy-

1 The interior view really puts the player into the heat of the action.  
2 Handling complaints should be minimized by the tire selection option that allows for more grip or drift.  
3 Exotic sports cars like this are what all racers desire, but a custom Morris Mini is more fun.  
4 Options to create logos and adjust paint schemes allow you to personalize vehicles.



Great looks and great gameplay come standard with *Rage Racer*.



The background graphics are breathtaking, especially this waterfall.



create logos and paint schemes for the race cars. Fun, cute, and even entertaining, but hardly a substantive increase in gameplay depth. A *Rage Racer*

offspring has the potential to be the best home-console racing game ever. All it will take is for Namco to build the roads.

• ROGER BURCHILL

ALTERNATIVES  
Andretti Racing 8.5  
Daytona USA CCE 7.4  
Formula 1 9.3

## THE LINE

### AUDIO & VIDEO

GRAPHICS	10
MUSIC	8
SOUND EFFECTS	7

### GAMEPLAY

INTERACTION	9
BALANCE	7
DEPTH	6

### SPECIAL

EXTRAS	9
PRESENTATION	8
INNOVATION	6

## RATING

7.9

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コンピューターゲーム



REVIEW  
PC CD-ROM

# REALMS OF THE HAUNTING

One part Resident Evil plus one part Doom equals a surprisingly good adventure

**T**he easiest way to describe *Realms of the Haunting* would be to compare it to the *Alone in the Dark* series (which inspired *Resident Evil*). Both are horror-themed adventure games which require the gamer to solve intricate puzzles and evade bloodthirsty demons and ghosts in order to complete the game. *ROTH*, however, takes the genre to another level, favoring a *Doom*-style first person perspective instead of the traditional over-the-shoulder view.

The player assumes the role of young Adam Randall, whose father's untimely and mysterious death leads him to a remote village in England, where things aren't quite as they seem. After journeying to his old home, the player comes face to face with Adam's father's spirit, who reveals little, but does provide enough clues to begin a quest to rid the world of evil.

*ROTH* plays a lot like *Doom*, but requires the gamer to carefully think

## REQUIREMENTS

- IBM PC
- SVGA
- 486/DX2/66
- Pentium 75 Recommended
- 14MB RAM
- 2X CD-ROM Drive

his way through situations rather than simply blowing everything up. Not to fear, however, as there are plenty of targets to test one's aim on. There are several weapons to be found, including a pistol, a shotgun, and an all-powerful magical staff.

Ammunition is limited, however, so it is sometimes wiser to run than fight.

Little extras, such as a 640 X 480 SVGA mode and location-based music help to provide an eerie atmosphere that will keep gamers coming back for more. The four CDs are packed with hundreds of locations to explore and should provide over 50



**1** *ROTH* takes adventure games to a new level by providing traditional puzzle-based gameplay combined with hard hitting *Doom*-style action. 2 Greyhound has done a wonderful job in designing the various rooms and corridors, which help to bring a more realistic feel to the game. 3-5 There are a large number of uniquely designed creatures present in *ROTH* and they all seem to be in a really bad mood.

hours of riveting gameplay. The only real negative aspect of this game would have to be the various FMV cut-scenes. While the acting in them is adequate, the video quality seems rather poor and extremely grainy.

It is important to point out, however, that this is a minor point and does not really detract from the gameplay that much.

It seems that Interplay has done its homework and released a game that will not only appeal to adventure game lovers, but also to the horde of now-maturing *Doom* fanatics. It is a nice harmonious fusion of the two classic genres and well worth taking a look at.

• STEPHEN FROST



## ALTERNATIVES

Resident Evil 9.5  
Alone in the Dark 7.5  
Hexen 7.5



## THE LINE

### AUDIO & VIDEO

GRAPHICS	8
MUSIC	8
SOUND EFFECTS	8

### GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	8

### SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	7

## RATING

8.2

# REVIEW PLAYSTATION



プレイステーション



# MECHWARRIOR 2

*New missions and a new look take Mech combat to the next level*

**T**he console market has had its fair share of Mech games, but a majority of them seem to over-emphasize straight action over the more realistic simulation aspect. With the release of *MechWarrior 2*, Activision hopes to find a nice middle ground that will keep the simulation fans happy, but still maintain a nice overall arcade feel.

At the start of the game, the player is asked to join one of two clans, the Jade Falcon Clan or the Wolf Clan. Each clan has its own

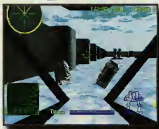
strengths and weaknesses, and future success in the game depends on learning them. There are 12 different Mechs to choose from, ranging from the classic, nimble Timberwolf to the weapon-heavy Direwolf. Each of the available Mechs has two variant forms which can be customized according to the requirements of each particular mission.

While it was based on the original PC version, graphics for this PlayStation port have been greatly enhanced. New textures for the terrain and sky have been used in order

to provide a more realistic look to the game. To increase the play value, 16 new missions have been added, which brings the total to 48. Other new features include special power-ups, which can be found on various battlefields, and used to increase the Mech's power. Unfortunately, these power-ups are extremely rare and tend to be well hidden, so don't rely on them too much.

For those new to the *MechWarrior* universe, a detailed training mode is present to teach the basic fundamentals. The player can practice skills such as mech handling or weapons usage. Most gamers will probably find themselves using this mode often, as there are quite a number of controls to learn. Virtually every button on the controller is used in piloting the Mech. For the more veteran players, there is an Instant Action mode available that allows a bypass of the mission briefings, so you can jump straight into the action.

Console owners looking for a more serious and realistic mech game should check out *MechWarrior 2*, but fans of strictly straight-action



Power-ups like these are helpful, but are normally hard to find. Use them wisely.

oriented Mech titles should look elsewhere.

• STEPHEN FROST

## ALTERNATIVES

G-Nome 8.0  
Gun Griffon 8.2  
Krazy Ivan 8.3



1 The Instant Action mode lets you quickly jump into the heat of the battle. 2 Training sessions like this can help you to better handle a Mech. 3 Fighting is not limited to the ground, as a jetpack enables your Mech to attack from the sky. 4 Customize your Mech according to the requirements of each particular mission.

## THE LINE

### • AUDIO & VIDEO

GRAPHICS 8  
MUSIC 7  
SOUND EFFECTS 7

### • GAMEPLAY

INTERACTION 9  
BALANCE 8  
DEPTH 8

### • SPECIAL

EXTRAS 8  
PRESENTATION 8  
INNOVATION 6

## RATING

# 7.9

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**ELECTRONIC ARTS**



# REVIEW SATURN



セガ サターン



# COMMAND & CONQUER

*Knowing is half the battle. Got to get tough! Yo Joe!*

**E**xhilarating is the only word to describe Westwood Studios' first Saturn title. Based on the nearly two year old PC release, *C&C* marks the return of real time strategy for home consoles (the last real time game was Westwood Studios' *Dune 2* for Genesis). Westwood's timing couldn't be better. The popularity of real time strategy games have reached an all-time high — especially in the PC market.

Taking place in an alternate modern timeline, *C&C*'s storyline revolves around two world powers, the Brotherhood of NOD and the Global Defense Initiative or GDI. These two world powers are not only struggling for world dominance, but also for Tiberium, an alien mineral that emits a staggering energy and radiation output.

The player has the option of controlling either the GDI (if *Yo Joe* ever existed, this would be it) or NOD (can you say *Cobra*?) and each side has its own particular array of vehi-

cles and weaponry at its disposal. For instance, GDI has a lot of offensive power and brawn with its armor bearing Mammoth Tanks and satellite controlled Ion Cannon, whereas NOD relies on speed and defense with Rocket Bikes and laser powered Obelisks. Once the player has chosen his or her allegiance, he or she sets forth on a series of missions which will eventually take him or her down the long road of world conquest. Most missions require the player to build up resources by harvesting Tiberium and fortifying a base of operations. Other missions rely more on infiltrating enemy positions, with one mission even requiring a lone commando to be guided into a heavily guarded base in order to destroy the power plants.

Pretty much a direct port of the original PC version, the Saturn version of *C&C* adds little to the existing game. A remixed redbook soundtrack and added transparencies round out the improvements. The lower resolu-

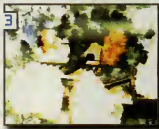


tion of the TV opposed to a computer monitor hurts somewhat as well, but players who have never played the PC version probably won't notice. Bad news for new players is that none of the unit stats or attributes are listed in the instruction manual, and if there's one thing that *C&C* suffers from tremendously, it's the lack of a multi-player feature. Despite these shortcomings, *C&C* still manages to maintain its appeal and come off as one of the best strategy games for the Saturn yet.

## • JASON MONTES



- 1 Despite the lower resolution, *C&C*'s graphics hold up well against its PC counterpart.
- 2 *C&C*'s FMV scenes are well acted out. Pay attention! These guys aren't joking around.
- 3 *C&C* offers some of the most spectacular cut scenes ever seen on a console. 4 This map shows the growth progression of GDI and NOD forces.
- 5 *C&C*'s interface bar makes the building of soldiers and structures a snap.



## ALTERNATIVES

*C&C: Red Alert* 8.8  
*Dragon Force* 6.5  
*Iron Storm* 7.5

## THE LINE

### • AUDIO & VIDEO

GRAPHICS	8
MUSIC	9
SOUND EFFECTS	8

### • GAMEPLAY

INTERACTION	9
BALANCE	10
DEPTH	10

### • SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	8

## RATING

8.4





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# REVIEW

## PC CD-ROM

# G-NOME

Multiple races, loads of mechs and hijackings make for a rockin' good time

**S**et in the distant future, four races have a tenuous peace on a distant planet. Unfortunately, one of those races is genetically developing a new form of fighting unit. The player has been recruited to stop the research on the new life form before it can be replicated. Here's the catch: It'll have to be done covertly, so that galactic war doesn't break out, and the galactic court never finds out about it.

*G-Nome* revolves around plotting your mech, called a HAWC, and destroying certain targets. The difference between this game, and others of the genre, is the ability to eject from your HAWC and then capture other buildings, or even enemy HAWCs. A key to victory in the game is knowing when to eject from your HAWC and hijack another. With the ability to leave your mech, it is possible to enter buildings for special operations. As an example, you can capture a control building that will allow you to bring down shield fences

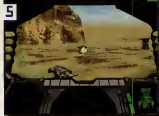
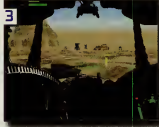
around a base, or lower a drawbridge that needs to be crossed. Luckily, in your missions you aren't always alone. You do have a few partners in your campaign to whom you can issue orders.

Graphically, the game is attractive, with nicely animated polygon models for the mechs. Explosions leave something to be desired, and textures are somewhat low res, but there is a very deep horizon, and almost no pop-up due to a fog effect in the distance. There are a couple of camera angles available. The first is the cockpit view, where you are given all sorts of information about your HAWC and your current target. The other major camera position is a third person follow-cam that allows you to see the action from a vantage behind your mech.

The soundtrack is excellent and could easily stand proudly in any major motion picture, but there are very few tunes, and as a result, they tend to become too repetitive. Audio



1 Each HAWC has its own unique cockpit design. 2 This Scorp mech is bad-assed. Heavy armor and armament for some serious butt kicking. 3 Inside this Scorp HAWC, you're targeting one of the tank-like HAWCs. 4 Looking down the barrel of a rocket launcher is not a pretty sight. 5 Woolhool We just took over an enemy rocket tower. The hunter becomes the hunted.



samples for explosions and lasers hitting shields are acceptable, but nothing that really stands out from other games in the genre.

The multiplayer modes are exceptionally fun, given the hijacking possibilities. Just when your opponent thinks he's got you fried, you eject, run at his mech and fire your Gas Assault Shock Rifle, forcing him to eject from his mech. Conveniently enough, you then hop aboard his HAWC and blast him into nothingness. As you can imagine, the key to the game is capturing HAWCs as you need them, and surviving during the time when you are out of each HAWC. Certainly a nice twist on a fun genre.

• CHRISTIAN SVENSSON



This guy has no shields left and serious hull damage. Eject! Eject! Eject!!!

### ALTERNATIVES

Warrior 8 Mercenaries 8.3  
Shattered Steel 7.5  
Iron Assault 6.7

### THE LINE

#### AUDIO & VIDEO

GRAPHICS 8  
MUSIC 7  
SOUND EFFECTS 6

#### GAMEPLAY

INTERACTION 8  
BALANCE 9  
DEPTH 8

#### SPECIAL

EXTRAS 9  
PRESENTATION 9  
INNOVATION 7

### RATING

8.0

## VR BASEBALL TIP

10

IF YOU DON'T MIND GETTING KNOCKED AROUND, SWITCH TO BALL CAM AND SEE THE GAME FROM A PERSPECTIVE YOU'VE NEVER SEEN BEFORE.



Officially Licensed by  
Major League Baseball™ and  
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Check out VR Baseball '97 at [www.vrsports.com](http://www.vrsports.com)

Check out the official Major League Baseball™ web site at [www.majorleaguebaseball.com](http://www.majorleaguebaseball.com)

# PLAY THE FIELD! MARCH 25<sup>TH</sup>

## NEW! VR BASEBALL '97.

### THE ONLY REAL-TIME 360° 3-D BASEBALL GAME!

Now, play Major League Baseball™ from any position or perspective. Because, this next generation game has a **Virtual FieldVision™** 3-D camera that allows you to dolly, pan and zoom to and from any point in 3-D space. Now, see the action bigger and closer than ever before from either a first person or third person perspective. To bring this Major League Baseball™ 3-D world to life, real-time motion capture was combined with polygon players producing quick, smooth, life-like baseball moves.

*After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:*



Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.



Hit and run, tag up, steal, stretch out a double or execute a squeeze play. It is up to you because you can control all of the baserunners while simultaneously controlling the batter.



Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.



Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.

**Plus**, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like AstroTurf, grass, dirt and fences.

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Try it. It's new. It's different. You may never go back to your old game again.



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Over 700 Major League Baseball™ players with updated stats, uniforms, uniform styles, logos and inter-league play for '97.



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The best sports videogame coverage anywhere,  
from gamers who actually play real sports

# SPORTSLINE

**S**tart oiling up that glove and loosening up that arm, because spring is here and to anyone who loves baseball, it is truly the best time of the year. After all, it's the only time of the season that most fans have any chance of imagining their team going to the World Series. If you're dissatisfied or uninterested in baseball, then I'm afraid this is a very bad month for you in Sportsline. But for the rest of you, this is the most complete baseball videogame preview you will find anywhere.

I take a look at eleven (yes, eleven) baseball games that are or could be coming to the consoles this year. I give a brief reminder of what last year's game was like, followed by a scouting report on the future of the game. Next, there are in-depth previews of EA's *Triple Play '98*, Acclaim's *All-Star Baseball '97*, Interplay's *VR Baseball*, and Virgin's *Grand Slam* to show you exactly what to expect this season on the digital diamond. Anyway you look at it, this is the perfect time to start keeping score at home, so you

can dig through the crap and find the best baseball game around. Hopefully, this special baseball edition of Sportsline will give an idea of what to expect when the hardball season comes around. I've also included a short preview of EA's *FIFA '97* for the N64. Look to next month when the regular Sportsline will return with all kinds of sporting goodness.

o Mike Salmon

Mike.Salmon@qm.imagine-inc.com

## SPRING TRAINING ROUND-UP

**U**ltimately the baseball games coming to market, there are some games that just won't make the cut and others that'll ride the pine (or the plastic shelves at Electronics Boutique, if you will). This is just a quick run-down on all of the known baseball titles being worked on. It lets you see how last year's game was and gives you a glimpse into what each game needs to be one of the contenders.

This is just the start of the baseball coverage in Sportsline. Each month, new shots and information will be revealed about all the big guns. Expect only seven or eight of these games to actually be released and, when they are, I'll tell you what's right and wrong with each game. Until then, look at these es projections about the '97 season. As in real baseball, each game has eternal hope in the spring, but come the all-star break, we'll know which games are contenders and which are pretenders.

So sit back, pop open a cool one, and check out what's new in baseball videogaming this season. Remember, *ULTRA Game Players* is the place to be for all of the fastest breaking sports news. I guarantee that!

### VIRGIN

### GRAND SLAM '97

**Verdict on last year:** It never made it out. This year, Virgin is looking to finally release the game.  
**Scouting Report:** The early PlayStation version I've been playing isn't graphically nice or particularly fast. This game needs some major tuning before stepping up to the plate.



### SONY

### MLB PENNANT RACE '97

**Verdict on last year:** It came out way too late in the season and the derivative gameplay made it virtually useless.

**Scouting Report:** Sony has managed well in nearly every sport and I expect that this year's *Pennant Race* will be a major improvement. However, expect the game to release in mid-to-late summer. (Last year's screen shown)

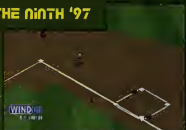


### KONAMI

### BOTTOM OF THE NINTH '97

**Verdict on last year:** Great playing arcade-style game with the best pitcher vs. batter around.

**Scouting Report:** Needs to add more simulation features, up the graphics, and work on the computer AI for this year's effort. I have high hopes for this one. (Last year's screen shown)





## TRIPLE PLAY '97



### EA SPORTS

**Verdict on last year:** The best PlayStation baseball game around had gorgeous stadiums and gave the player loads of control.  
**Scouting Report:** The early screens we've seen show that TP '97 is going with polygons and, if the game can manage a good frame-rate and maintain the same simulation depth, it looks promising.



## HARDBALL 6

### ACCOLADE

**Verdict on last year:** A heavy simulation that lacked in graphics and player play.  
**Scouting Report:** The addition of an MLB license and polygonal players could give Hardball 6 the necessary facelift to return to the top. (Last year's screen shown)



## 3D BASEBALL '97

### N/A

**Verdict on last year:** Great animation and some of the best looking polygons were hurt by a lack of depth and an MLB license.  
**Scouting Report:** The sequel to this game is one of the most promising, but a publisher (like Mindscape perhaps) needs to front Crystal Dynamics some money for the MLB license. (Last year's screen shown)

### SEGA

## WORLD SERIES BASEBALL III



**Verdict on last year:** The best all-around baseball game available combined great graphics, smooth control, and just enough sim.  
**Scouting Report:** If they can add more simulation and work on the pitching, this game can be even better. (Last year's screen shown)

### NINTENDO

## KEN GRIFFEY JR. BASEBALL



**Verdict on last year:** The SNES version looked amazing for a 16-bit game and it played smooth as well.  
**Scouting Report:** No player's license killed last year's game, but if Nintendo forks out for the players license, the N64 could be getting some great baseball. (Last year's SNES screen shown)

### ACCLAIM

## ALL-STAR BASEBALL '97



**Verdict on last year:** Great graphics were hurt by a poor frame-rate that made hitting and fielding too difficult.  
**Scouting Report:** It's added the MLB license, the voice of Jon Miller and a much smoother engine. Now, if all the players don't look like Big Frank, this could be a winner.

### N/A

## MVP BASEBALL '97



**Verdict on last year:** A promising start ended with publisher Data East's financial problems.  
**Scouting Report:** No word yet on anybody picking up this title. It's likely no one will since the market is so crowded.

### INTERPLAY

## VR BASEBALL '97



**Verdict on last year:** Never made it out. The developers have been spending the last year working on the graphics (which were poor).  
**Scouting Report:** The graphics are looking better and the menu-less pitching and batting are real nice. Still needs to add some speed to make an impact.

# PREVIEW

## PLAYSTATION PC



### プレイステーション コンピューターゲーム



# TRIPLE PLAY '98

EA goes polygonal again, but is that good or bad?



1 *Triple Play '98* is attempting to make a smooth transition from sprites to polygons, and if this is any clue, they are right on target.

2 The stadium graphics and fly-ins were a big strength in *Triple Play '97* and this year, they have been redone to look even better.

3 The statistical package is unmatched. Look at all the categories for every player!

Just last year, *Triple Play '97* won PlayStation baseball game of the year right here in **ULTRA Game Players**, but the overall baseball crown went to *World Series Baseball II*. This season, EA wants the whole thing and it's ambitiously gone after it, with a fully 3D game that has more features than any game around.

Each of EA's line of sports games (excluding *PGA* and *Madden*) have gone polygonal, but with mixed results. In each case, the console version of the games have looked and moved much smoother than their sprite-based predecessors, but the control and playability suffered in a big way. However, on the PC versions of *NHL '97* and *NBA Live '97*, the graphics and playability were both improved, marking the first time in recent history that a PC version of an EA Sports game was better than the console. If EA has any hopes of *Triple Play '98* taking over as best console baseball game, then it's going to have to figure out a way to keep the speed, control, and playability up on both versions.

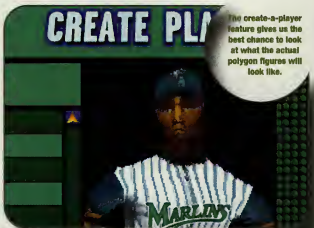
The entirely new game engine features fully polygonal players, 3D stadiums, and on-the-fly 3D motion-captured animations. The focus wasn't all put on the looks as the designers have

concentrated on achieving an unequalled baseball purity through improved AI, baseball strategy, and "team intelligence" (which means each team is managed like they are in real life). The audio is also being upgraded as play by play announcer Jim Hughson is joined by Buck Martinez, who provides the color commentary in the first ever two-man broadcast booth.

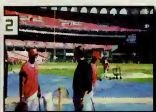
Key new features include: all 30 MLB stadiums (including Bank One and Tropicana Field), 3D new stadium fly-ins, inter-league play, signature batting styles, signature pitching styles, expansion teams,

drafts, practice mode, intelligent crowds (crowd size and volume reacts to standings), baseball trivia, and an all-new homerun derby. Along with the new features, EA has the MLB and MLBPA licenses, 1997 rosters, eight player multi-play, seven camera angles, and five game modes. They've also answered every stat geek's dream with the most complete statistical package I've ever seen.

The only question is how *TP '98* is going to play and, as I get a chance to see the game further along in development, I'll let you know.



## THE LINE



1 All 30 stadiums are in *TP '98* and they look even better than last year. 2-3 Using real major league talent, like Brian Jordan, Buck Martinez, and Jim Hughson, lends credibility to the game. 4 As an Orioles fan, I'll take this trade any day of the week. A full trade-player option rounds out some great features.

# PREVIEW

## PLAYSTATION, SATURN



プレイステーション  
セカ サターン



# ALL-STAR BASEBALL '97

## FEATURING FRANK THOMAS

*Perhaps losing the Big Hurt moniker will make this game a big hit*

This is the third baseball game from Acclaim in the series formerly known as *Frank Thomas' Big Hurt Baseball* and, from what I've seen, this game has undergone more than just a name change. Last year's effort was a solid baseball title that lacked the MLB license, and suffered from a poor frame rate that made the hitting and fielding too hard to control. The developers at Iguana recognized both problems, and vowed to fix them. The MLB license is already in place. If the frame-rate can be fixed, then *All-Star Baseball '97* could be a very good game.

A lot of time and effort was

spent on rating over 700 real major league players — the end result should be one of the more realistic games available. Another key new feature is the ability to trade players and create fantasy leagues. There are six modes of play, including regular season, exhibition, playoffs, All-Star game, batting practice, and Home Run Derby. With over 27 categories of statistical tracking, *All-Star Baseball '97* should satisfy the sim fans as well.

As you can see in the screen shots provided, the game features fully polygonal stadiums and sprite-based players. The graphics look much crisper than last year's, and on

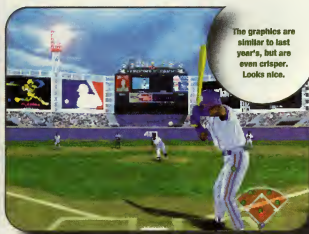
par with *World Series Baseball II* (the current graphical king). The decision to stay away from polygonal characters was on purpose, because the developers don't feel that the technology is in place to make polygons look as realistic as sprites in a baseball game and, so far, I'd have to agree. The audio effects were another major focus in *ASB '97*, with everything from the umpire calls, to the vendor's chants, to the crack of the bat being meticulously recreated. But the most notable addition to the audio is the commentary of award-winning broadcaster Jon Miller, who does the play by play. You'll recognize Miller's voice instantly from his calls on *ESPN Sunday Night Baseball*.

*All-Star Baseball '97* is right on schedule to step up to the plate by early season and, from what I've seen, it is going to be a major player this season. As I'm writing this edition of Sportline, I'm heading off to the NBA All-Star Weekend, where I'll get a chance to see Michael fly and get a hands-on report on this game and all of Acclaim's other sports titles.

1 All 28 major league stadiums have been made into polygonal models, including the buildings around the stadiums.

2-3 These shots from the rendered intro show that this year's *All-Star Baseball '97* is definitely going to have some flash.

4 The name change is just a sign of all the changes that could make *All-Star Baseball '97* such an improvement.



### THE LINE



1 ESPN analyst Jon Miller provides the play-by-play, but luckily, you don't have to watch him. 2 The MLB license means no more anonymous cities. Now, all the logos and stadiums can be given their proper respect. 3 With over 27 statistical categories, *All-Star Baseball '97* is aiming to be a simulation and an arcade game. 4 The ability to trade any player gives the player the possibility of creating their own dream team or even starting a fantasy league.

# PREVIEW PLAYSTATION



プレイステーション

## VR BASEBALL '97

Well, I got a chance to sit down and play the early preview version of Interplay's *VR Baseball '97*, and the smooth pitching and batting interface is still in place. What's new are much nicer stadium, a ton of stats, smoother polygons, and better fielding control.

There were still some problems with the

game, like slowdown between pitches, missing animations, and a poor frame-rate, but I was assured that all of these bugs would be fixed. If the designers come through with their promise, *VR Baseball '97* could be a grand experience.

I've included a top ten list provided by the developers of *VR Baseball*. I thought it was pretty damn funny. More on this next month.

### Why *VR Baseball* is better than the Real Thing!

10. The crowd will never, ever do the Macarena.
9. You don't have to worry about stepping in chewing tobacco spittle.
8. No stupid kid will change a sure out into a home run.
7. You can always turn off that annoying organ music.
6. There will never, ever be a player strike or lock out.
5. No one can take you out at second base.
4. No nasty champagne stinging your eyes after World Series victory.
3. No men will pat you on the butt—not that there is anything wrong with that.
2. Only your thumb will be sore in the morning.
1. There's no crying in *VR Baseball '97*. Not one bit.



- 1 The computer keeps track of who is and who isn't headed to the all-star game.
- 2 The realistic ball physics make the Homerun Derby a game in itself.

# PREVIEW PLAYSTATION



ニンテンドウ64

## FIFA '97

No one was more disappointed in *FIFA '97* for the PlayStation than me, but upon seeing the screenshots for the N64 version, I have new hope. However, no matter how good the screenshots look, the game must play at a faster frame-rate and give the player more control. If EA can do that, then the combination of beautiful N64 graphics and a complete

player's license could make *FIFA '97* the new king of soccer.

In order to achieve this goal, *FIFA* will have to surpass *Worldwide Soccer '97* and that's not easy. It'll be interesting to see how the analog stick is used and if the AI can compare to the mighty WWS. I'll have more on this game and the Konami soccer game in our next issue.



With a full player's license, it's possible to play through a season in the English Premier League (something not many U.S. players have ever done).



- 1 The still pictures of the game are simply amazing. Check out the detail on the players and uniforms.
- 2 Full rules and simulation features will be included in *FIFA '97*. Now if it can just play as good as it looks.
- 3 Headers, bicycle kicks, and all the usuals are going to be included.



# ATOMIC BOMBERMAN™

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Multiplayer Game Ever"**

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*Electronic Gaming Monthly*

**"Editors' Top Ten"**

*Ultra Game Players*

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CHAOTIC  
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opponents to  
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TOAST!**

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**HYDROFOIL MODE:**

Approx. height above ocean surface: 5' 9"

**SURFACE WEAPONS:**

- 2.75' Shrike homing missiles
- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barrels rotary cannon
- 1" Stiletto salvo rockets

**SUB-SURFACE WEAPONS:**

- 2cm multiheterodyne pulse laser
- 3" EXT Disruptor sonic torpedo
- 6" Piranha heavy swarm torpedo
- 6" Mark-60 Thresher torpedo
- 6" Mark-65 Moray torpedo
- 6" Mark-68 Barracuda homing torpedo

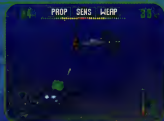


**SUB-SURFACE MODE:**

Hull pressure resistant to 100 meters



**A killer submarine.  
A deadly hydrofoil.**





2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...  
**COME HELL AND HIGH WATER**



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# RATED

**H**ey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some

months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — It's got to get past the most grueling review system in the



biz and still come through with at least a 9.0 rating. That ain't easy! Recent **ULTRA Award** winners are shown below in a special **blue bar** with black text. Don't miss out on these games!!!

<b>2XTREME</b>	PLAYSTATION • Issue #93	Rating= <b>5.9</b>
<b>ANORETTI RACING</b>	PLAYSTATION • Issue #90	Rating= <b>8.5</b>
<b>AREA 51</b>	SATURN • Issue #94	Rating= <b>6.5</b>
<b>BAKU BAKU</b>	SEGA SATURN • Issue #90	Rating= <b>9.5</b>
<b>BLAST CHAMBER</b>	PLAYSTATION • Issue #92	Rating= <b>6.4</b>
<b>BUBSY 3D</b>	PLAYSTATION • Issue #92	Rating= <b>6.1</b>
<b>BUG TOO!</b>	SATURN • Issue #94	Rating= <b>4.5</b>
<b>C&amp;C: RED ALERT</b>	PC • Issue #92	Rating= <b>8.8</b>
<b>CARNAGE HEART</b>	PLAYSTATION • Issue #95	Rating= <b>8.6</b>
<b>COONAME: TENKA</b>	PLAYSTATION • Issue #95	Rating= <b>8.1</b>
<b>CONTRA: LEGACY OF WAR</b>	PLAYSTATION • Issue #93	Rating= <b>6.5</b>
<b>COOL BOARDERS</b>	PLAYSTATION • Issue #94	Rating= <b>7.4</b>
<b>CRIME WAVE</b>	SATURN • Issue #94	Rating= <b>6.6</b>

<b>CRUISIN' USA</b>	NINTENDO 64 • Issue #93	Rating= <b>3.1</b>
<b>CYBER GLADIATORS</b>	PC CD-ROM • Issue #94	Rating= <b>8.6</b>
<b>DARK SAVIOR</b>	SATURN • Issue #94	Rating= <b>8.0</b>
<b>DAYTONA USA</b>	SATURN • Issue #93	Rating= <b>7.4</b>
<b>DIABLO</b>	PC • Issue #95	Rating= <b>8.8</b>
<b>DRAGON FORCE</b>	SATURN • Issue #94	Rating= <b>8.5</b>
<b>FIGHTERS MEGAMIX</b>	SATURN • Issue #95	Rating= <b>9.1</b>
<b>FINAL OOM</b>	PC • Issue #90	Rating= <b>8.1</b>
<b>HEXEN</b>	SATURN • Issue #95	Rating= <b>7.4</b>
<b>JET MOTO</b>	PLAYSTATION • Issue #93	Rating= <b>8.4</b>
<b>KILLER INSTINCT GOLD</b>	NINTENDO 64 • Issue #93	Rating= <b>7.9</b>
<b>KING'S FIELD II</b>	PLAYSTATION • Issue #93	Rating= <b>7.3</b>
<b>MACHINEHEAD</b>	SATURN • Issue #92	Rating= <b>6.8</b>
<b>MARIO KART 64</b>	NINTENDO 64 • Issue #95	Rating= <b>8.1</b>
<b>MASTER OF ORION 2</b>	PC • Issue #95	Rating= <b>8.1</b>
<b>MORTAL KOMBAT TRILOGY</b>	NINTENDO 64 • Issue #92	Rating= <b>7.7</b>
<b>MECHWARRIOR 2: MERCENARIES</b>	PC • Issue #93	Rating= <b>8.3</b>

## SPOTLIGHT ON:

### JET MOTO

Zip through all kinds of terrain on your rocket powered motorcycle. The handicut was right about this game!





# THIS MONTH'S TOP PICKS

1	Doom 64	N64	Rating: 8.5
2	Command & Conquer	SS	Rating: 8.4
3	Turok: Dinosaur Hunter	N64	Rating: 8.3
4	Nanotek Warrior	PS	Rating: 8.3
5	Realms Of The Haunting	PC	Rating: 8.2

#1

Doom 64 proves that you can take it with you, but make sure you bring more head than gold!

## MOTOR TOWN GRAND PRIX

PLAYSTATION • Issue #90

Rating= **8.1**

## MR. BONES

SATURN • Issue #92

Rating= **7.6**

## PANDEMONIUM

PLAYSTATION • Issue #92

Rating= **8.1**

## PERSONA

PLAYSTATION • Issue #94

Rating= **6.9**

## PITBALL

PLAYSTATION • Issue #92

Rating= **8.2**

## PSYCHIC FORCE

PLAYSTATION • Issue #94

Rating= **5.5**

## PUZZLE FIGHTER

PLAYSTATION • Issue #92

Rating= **9.0**

## RELOADED

PLAYSTATION • Issue #94

Rating= **5.1**

## ROCKET JOCKEY

PC CD-ROM • Issue #94

Rating= **7.8**

## SCREAMERS 2

PC • Issue #92

Rating= **7.8**

## SNADDWS OF THE EMPIRE

NINTENDO 64 • Issue #93

Rating= **6.7**

## SONIC 3D BLAST

SATURN • Issue #93

Rating= **7.0**

## SOUL BLAZE

PLAYSTATION • Issue #94

Rating= **8.6**

## SPIDER

PLAYSTATION • Issue #95

Rating= **6.8**

## SPOT GDES TO HOLLYWOOD

PLAYSTATION • Issue #90

Rating= **3.8**

## STAR GLADIATOR

PLAYSTATION • Issue #90

Rating= **8.0**

## SUIKODEN

PLAYSTATION • Issue #92

Rating= **9.1**

## SPOTLIGHT ON:

### TWISTED METAL 2

A game that lets you blow stuff up while driving really fast? Hey, where do we sign up? This could be fun!



### TEN PIN ALLEY

PLAYSTATION • Issue #94

Rating= **7.1**

### THREE DIRTY DWARVES

SATURN • Issue #90

Rating= **7.1**

### TERMINATOR: SKYNET

PC • Issue #93

Rating= **8.9**

### TIGERSMARK

PLAYSTATION • Issue #95

Rating= **7.1**

### TDBAL NO.1

PLAYSTATION • Issue #90

Rating= **9.0**

### TOMB RAIDER

PLAYSTATION • Issue #92

Rating= **9.5**

### TOSNINDEN URA

SATURN • Issue #94

Rating= **4.7**

### TWISTED METAL 2

PLAYSTATION • Issue #93

Rating= **8.2**

### VIRTUA COP 2

SATURN • Issue #93

Rating= **7.8**

### VIRTUA FIGHTER KIDS

SATURN • Issue #90

Rating= **8.7**

### VIRTUA FIGHTER PC

PC • Issue #90

Rating= **7.5**

### VIRTUAL DN

SATURN • Issue #93

Rating= **8.6**

### WIPEDUT XL

PC • Issue #90

Rating= **9.5**

# ULTRA GP

See anything you like? Don't worry, it's on us!

# GAMESHOP

Welcome, gamer! You have just entered the **ULTRA GP GameShop**. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal **ULTRA Game Players** readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!

## HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions**, ones that only serious gamers will know the answers to. Each correct answer for a question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a **post card**, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-**

**breaker question**, which will be used in the event of a tie.  
Send the **post card to:**

**ULTRA GP GameShop / April  
150 North Hill Drive  
Brisbane, CA 94005.**

All entries must be received by May 10, 1997.

Winners will be notified by mail.

Now get to it!

### SNES GAMES (6 points/3 winners)

• Mario RPG, Killer Instinct, Donkey Kong Country

1



Included in this prize package are three of the biggest Super NES games of all time. No self-respecting gamer can afford to have any one of these titles missing from their collection, so enter now, before your friends find out! Each winner gets all three games.

2



### MYSTERY GAMES (2 points/5 winners)

• PlayStation game  
• Saturn game

You know, we get so many free games here at our offices that we simply can't play all of them. Hey, don't cry for us — our loss is your gain! Take advantage of our busy schedules by taking all of the hot new PlayStation and Saturn games off our hands. We'll even give you the good ones!

?

## CONTEST QUESTIONS

- In the 8- and 16-bit days, Konami always used the same code to do different things in all its games. Before long, gamers simply began to call it "the Konami Code." What is the code?
- In *Total Mayhem*, what do you get for finishing *Idam's Dungeon*?
- What was the first ever 5-on-5 NBA basketball game that EA did?
- Name three of the racers in the *Super NES* classic, *F-Zero*.
- In *Cool Boarders*, you can enter a code to play as (A) an alien (B) a snowman (C) Santa Claus (D) a big, hairy abominable beast
- True or False: the first *Street Fighter* had Blanka in it.
- Which of the following people here at Imagine Publishing NEVER worked for *ULTRA Game Players*? (A) Patrick Baggatta (B) Mike Winch (C) Gary Whitte (D) Jeff Lowmyer
- Lara wasn't the first tough gal to take the lead role in a video game. What Nintendo girl beat her to the punch?
- If you were Mega Man and you were in need of help, it would be safer to turn to (A) Dr. Wily, or (B) Dr. Light?
- What alternative rocker added his sick and twisted talents to *Quaker*?
- The first *Virtua Fighter* ran on the (A) Model 1 board (B) Model 2 board (C) Model 3 board (D) Jamma board
- What did Nintendo manufacture before videogames? (A) medical equipment (B) playing cards (C) lumber (D) toy robots
- Who was our "Code Guy" before Bog?
- Remember Alex Kidd? What two platforms were his games on?
- Old Yeller got shot. What is the name of Mega Man's dog?

## TIE-BREAKER



Mega Man has appeared at least once on nearly every game console ever made since the little guy's debut on Nintendo's 8-bit NES, but he's passed on Jaguar, Sega CD and Sega's 32X. Now why do you think he did that?

3

## CAPCOM SNOWBOARD

(8 points/1 winner)

• Limited edition Mega Man snowboard



Now this little beauty is quite a rare find. Even if you live in LA and have never even SEEN snow, you have to admit that this prize is just too damn cool! This art is the actual design that appears on the snowboard, and yes, it is cool. Be the only guy on the mountain with turbo-charged robot power!

4

## PC GAMES

(2 points/4 winners)

• Mystery PC game

Hey, even though we were playing consoles way before we added PC to the lineup, we here at ULTRA Game Players love our PC brothers. That's why we're giving you all of the hottest new software for free!



5

## MEGA MAN RESIN KIT

(4 points/10 winners)

• Rare Mega Man resin kit

What — another Mega Man prize? That's right, it's Mega Man's 10th anniversary, and you better believe that we're gonna give the lil' metal blue guy his props.

Mega Man has been around for a whole decade now, and his game have helped define the modern day action genre. Hopefully, his adventures will only get bigger and better as we continue into the 32- and 64-bit generation.



6



## THE MEGA PACK

(6 points/10 winners)

• Saturn or PlayStation Mega Man 8 game

• Mega Man 10th Anniversary T-Shirt

Last on our list of super-cool Mega Man prizes is this game/T-shirt combo package. Play the game at home, then be the envy of the neighborhood when you strut your robot stuff down the street in this special Mega Man T-shirt. When you enter, please specify whether you want the PlayStation or Saturn game.





# IMAGINE

IMAGINE GAMES NETWORK

## APRIL EVENTS

All events start at 6:00 pm (PST)

TUE  
1

### WIN A DAY AT ULTRA GAME PLAYERS ONLINE

We'll ship you to *Ultra Game Players Online* for the day of your gaming life. Try out the latest console games, talk to the editors and best of all: Get your name in print - well, online, anyway. We'll let you describe your day at the office and post it up with the rest of our news on the day of your visit.

WED  
2

### WIN A YAROZE

Yaroze Contest. Win a Yaroze unit from SCEA with *PSXPower*. Sony promises to evaluate the winner's completed game. (Note: all contestants must have prior programming experience.)

THUR  
3

### NEXT GENERATION Q&A

The editors of Next Generation magazine and *Next Generation Online* answer your burning videogame questions.

FRI  
4

### AN N64.COM SPECIAL

An exclusive feature on the Nintendo analog joystick with *N64.com*. How are companies developing for it, and incorporating its benefits into gameplay?

MON  
7

### INSIDE THE MIND OF GAMERS

Sonic Psychology. A study on gaming as both blessing and curse by *SaturnWorld*.

TUE  
8

### DOWNLOAD DEMENTIA DAY

Get five new demos and five new Quicktimes of the hottest new games from *Next Generation Online*.

WED  
9

### NINTENDO UNDER FIRE

N64.Com talks with executives at Nintendo of America about the lack of first and third-party software, and asks the hard questions: Where are the really good games? Why are they taking so long? What are you doing about it?

THUR  
10

### ULTRA GAME PLAYERS GOES RETRO

A look back at the classics that helped shape the industry. From Galaxian and Gyruss to Pac-Man and Popeye. Our huge feature opens the lid on a Pandora's Box of ancient entertainment - with Quicktime movies to help you shed a tear or two for the olden days.

FRI  
11

### IN THE PALACE WITH ACTIVISION

Developers from Activision's *Apocalypse* and *MechWarrior 2* will be in *PSXPower's Palace* chat room to answer your questions.

MON  
14

### SATURN SPORTS DAY

Saturn Sports Games are investigated by *SaturnWorld*. The definitive guide to sports games, from basketball to Blast Chamber.

TUE  
15

### SINGLETRAC SNEAK PEAK

SingleTrac, formerly part of Sony Interactive, have started their own publishing company, and have given *PSXPower* exclusive movies of their new game. See them here first.



<http://www.next-generation.com>



<http://www.ultragp.com>



<http://www...>



Every day, one of the five sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features. And they're all absolutely free.

All you have to do is check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

<http://www.imaginegames.com>

WED  
16

#### BIG PRIZE TRIVIA CONTEST

*Next Generation Online* is offering more than \$5,000 in prizes in a gaming trivia contest of epic proportions

THUR  
17

#### N64.COM TALKS PERIPHERALS

A comparative review of *Nintendo 64* third-party peripherals. The MadCatz True Analog Steering Wheel, Datel products, etc. Which is best for your Nintendo 64?

FRI  
18

#### WHATEVER HAPPENED TO M2

*Ultra Game Players Online* goes undercover to explore the missing link of the video games world, the Matsushita M2. Where is it? What is it? And most importantly, will it ever come out?

MON  
21

#### INSIDE SONY

*Next Generation Online* speaks to Sony's senior executives about future plans, and third party support for PlayStation.

Tue  
22

#### CHAT WITH THE EDITORS

Come to the Palace to meet all the editors of the *Imagine Games Network* game sites.

WED  
23

#### SATURN FILM FESTIVAL

Join *SaturnWorld* and experience the art of FMV intros with downloadable Quicktimes of your favorite Saturn games in the Hooked on Sonics section

THUR  
24

#### A DAY IN THE LIFE OF PSXPOWER

We show you what it's like to spend a day with *PSXPower*. Plus, loads of downloadable movies and pictures.

FRI  
25

#### NOW YOU'RE REALLY READY

*N64.Com* hosts a full, comprehensive strategy guide and walkthrough of each level in Acciain's Turok: Dinosaur Hunter.

MON  
28

#### BORN IN THE USA

Why are Japanese, European and American video games all so dramatically different. *Ultra Game Player Online's* investigation sheds some light on American game player trends, Japanese psychology and the know-how of European gaming wizards.

TUE  
29

#### YAROSE QUESTIONS ANSWERED

SCEA's R & D department will be online in *PSXPower's Palace* chat room to answer all of your Yaroze questions.

WED  
30

#### TALES OF THE SATURN

The History of the Saturn with *SaturnWorld*. Get the behind the scenes story of the Saturn, from the last days of the 16-bit era to the dawn of Virtua Fighter 3.



[www.saturnworld.com](http://www.saturnworld.com)



<http://www.n64.com>



<http://www.psxpower.com>

Your #1 source for Codes, Strategies, and Tactics!

# ALL ACCESS

**Y**ou know, it probably seems like we pick on Roger a lot — we call him names, attribute him with all manner of deviant practices and more, but the truth of the matter is we

couldn't get along without old Rog doing the Code section. And just as soon as we hire the new guy, it will be his turn to suffer the slings and arrows of outrageous fortune, when he takes over this dirty job.

But, until that time, keep sending your codes (and all your subpoenas) to good old Rog (you know, the sick, twisted deviant) at:  
Roger\_Burcull@qm.imagine-inc.com



## DIE HARD TRILOGY

FOX INTERACTIVE • PLAYSTATION

### Cheat Harder



**1-2** To use these cheat codes, pause the game and hold R2 while entering the desired code.



### Die Harder

- Map editor (God Mode)** . . . Right, Up, Down, Square
- Skeleton Mode** . . . Down, Square Triangle, Down
- Max Rockets/Grenades** . . . Right, Square, Left, Circle, Triangle, Down
- Look Alike Mode** . . . Circle, Down, Down, Square, X, Square

### Die Hard

- God Mode** . . . Right, Up, Down, Square
- 50 Grenades and 5 Bullets** . . . Right, Square, Down, Circle
- Fat Mode** . . . Right, Square, Square, Down
- Dead Enemies Float Up** . . . Down, Square, Triangle, Down
- Forward/Backward Reversed** . . . Right, Square, Triangle, Right
- Coordinates** . . . Left, Circle, Down, Square
- Skeleton Mode** . . . Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Right, Right, Right, Right
- Silly Mode** . . . Down, Circle, Circle, Down, Triangle, Down
- 15 Bullets** . . . Down, Square, Square, Right
- Unlimited Shotgun** . . . Right, Up, Down, Down, Square, Right

### Die Hard With A Vengeance

- Fat Mode** . . . Left, Triangle, Right, Down
- Fergus Mode** . . . Circle, Down, Down, Triangle, X, Square
- Floating Car Mode** . . . Right, Square, Left, Triangle, X, Square, Down
- Flat Mode** . . . Down, Up, Left, Left, Down, Up, Left, Left, Left, Left, Down, Up, Left, Left
- Slow Motion** . . . Left, Up, Left, Left, Square, Down
- Sky Cam Mode** . . . Circle, Right, Down, Square Triangle, Left
- Very Slow Motion** . . . Circle, Down, Down, Square, Right
- 999 Turbos** . . . Circle, Circle, Square, Square, Down, Down, X, X
- Infinite Lives** . . . Left, Circle, Up, Down, Square, Right



# MECHWARRIOR 2: MERCENARIES

ACTIVISION • PC

## Cheat Codes

To access these codes, hold Control-Alt-Shift while typing them.

**bubbleboy** ..... bouncing spheres  
**crazysexycool** ..... Infinite Jump-jet Fuel  
**lummybeautifulballoon** ..... Acquire Jump-jets

**iseenfireandseenrain** ..... Unlimited Ammo  
**itsdaboomb** ..... Makes Targeted Energy Self-destruct  
**likeethecomstarbaby** ..... Automatic Successful Mission  
**ooohhhlllaaalllaaa** ..... Heat Tracking  
**superfunkallfragisexy** ..... Invulnerability



# NFL GAMEDAY '97

SONY CE • PLAYSTATION

## Easter Eggs



1-3 Press L1, R1, L2, R2 at the Start Game Screen. This will bring you to the Easter Egg Screen, where you can enter the codes below.



Note: *GameDay '97* has a bug, where the first Easter Egg code on the "entered" list is not removable from the Easter Egg screen. However, there is a work around. Here's how: Enter the Easter Egg code "00C", then delete the leftover Easter Egg code or codes. Delete "00C" and the Easter Egg screen will be empty or contain only the codes that are purposely left remaining.

**BAZOOKA** ..... Strong Passing Arm  
**BIG GIRLS** ..... Extra Big Cheerleaders  
**BIG STARS** ..... Bigger Star Players  
**BLIND REF** ..... Referees Miss Calls  
**BLIZZARD** ..... Very Strong Winds In Snow  
**BRITTLE** ..... More Injuries  
**BROADWAY JOE** ..... Slower Quarterback  
**BUSY REF** ..... More Penalties  
**CREDITS** ..... Game Credits  
**CRUNCHY** ..... Louder Hits  
**DARK NIGHT** ..... Play in the dark  
**DEFENSE** ..... Better Defense  
**00C** ..... No Injuries  
**ELECTRIC FB** ..... Players Twitch  
**FLEA CIRCUS** ..... Super Small Players  
**FRIDGE** ..... Extra Big Players  
**FROG** ..... High-Long Dives And Hurdles  
**GB SPEED** ..... Makes Game as fast as GameBreaker  
**GO CHALLENGE** ..... Really Hard To Beat CPU  
**GLOVES** ..... Improved Receivers  
**GOLIATH** ..... Bigger Players/Monster Sounds  
**HANG TIME** ..... Increased Airtime on Punts/Kickoffs  
**HATCHET** ..... Very High Jumps  
**HOGS** ..... Better Offensive Line

**HOME COOKING** ..... Fatter Players  
**ICE SKATES** ..... Players Slip Around  
**INFAMOUS POP UPS** ..... Adds pop-ups from the last game  
**JUICE** ..... Super Speed Burst  
**KARATE** ..... Forearm Shiver on Defense Becomes Karate Chop  
**KRAIG** ..... Smaller Players  
**NO TIME** ..... Time Never Ends  
**OFFENSE** ..... Better Offense  
**OUCH** ..... Painful Air Hits  
**PANCAKE** ..... Blockers Flatten Defense  
**PINBALL** ..... Stronger Forearm Shiver  
**REJECTION** ..... Players Jump Higher  
**SAYERS** ..... Faster/Stronger Running back  
**SCRAMBLER** ..... Faster Quarterback  
**SHOUT** ..... Extra Loud Crowd  
**SLO MO** ..... Slow Moving Players  
**SQUALL** ..... Very Strong Winds In Rain  
**STEREOS** ..... Strong Stiff-Arm  
**STRETCH** ..... Jump Higher on One-handed Catches  
**TEMPEST** ..... Real Dark Stadium  
**TIGHT COVER** ..... Tighter Defensive Coverage  
**TORRETA** ..... Quarterback Lobs Passes  
**TWISTER** ..... Very Strong Wind



# RAGE RACER

NAMCO • PLAYSTATION

## Code Rage



**1 Mirror Mode** - To race on a mirrored version of any track, select a race and hold L1+R1+Select+Start until the race begins. **2-3 Toggle Rear View Mirror** - To turn off the rear view mirror, Pause the game and press L1 while holding Triangle. To restore the mirror, press R1 while holding Triangle. Note: the interior view must be selected for this to work.



**4 Enhanced Colors** - For additional colors when painting your own logo, move the cursor out of the painting area and press L1+L2+R1+R2+SELECT simultaneously. An RGB option will appear. To change these values, use Press Left or Right on the D-pad and R1+Up or Down. **5-6 Rotate Logo** - To get a better idea of how your logo will appear on a car, hold L1+R1 and press Any Direction to rotate and flip your artwork.



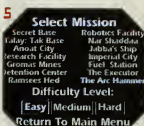
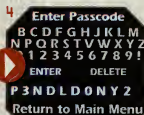
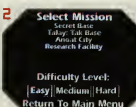
# DARK FORCES

LUCASARTS • PLAYSTATION

## Level Passwords



**1-3 Enter the following Level Passwords at the Password Screen.**



**4-5 Level Select Password** - To bypass the single level passwords, just enter P3NDLDQNY2 to access any desired level.

Level 4	885BVHMC08
Level 5	I32ZNIQHT3
Level 6	GV8KFI8K8L
Level 7	3X8M4J7R3X
Level 8	LMZFK4IR3D
Level 9	BR2WYK2DQJ
Level 10	00GBNLJ4G0
Level 11	T2DCTJG5JT
Level 12	H2DCTKH40S
Level 13	PPYRQPS8LD
Level 14	RTW121V7J



# ULTRA

## GAME PLAYERS

**EXCLUSIVE!**  
Subscriber's  
newsletter

# MORE NINJA MADNESS

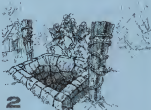
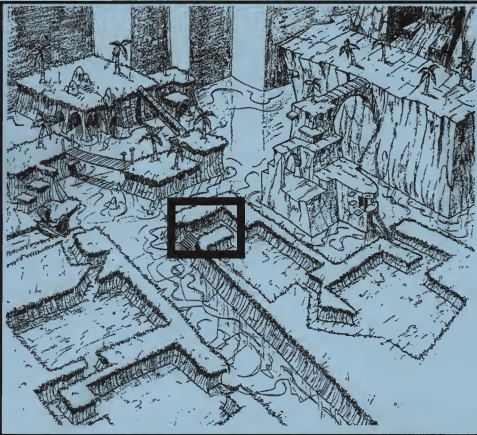
**BONUS!**  
COVERAGE  
FOR SUB-  
SCRIBERS  
ONLY!

get the full scoop. It's our little way of saying 'thanks' for your invaluable support!

These illustrations were taken from the designer's very own sketchbook, and hint at some very intriguing possibilities (just check out that giant dragon attack — now you know not to go near that bridge!). So, without further adieu, enjoy all the extra cool stuff!

## LEVEL MAP

**Check out how HUGE the worlds are (the square shows one full screen of action)!**



## Sketches

**1** A Core artist plans out a nasty surprise attack at the bridge! **2** Caught! Is this the end of your Ninja adventure?



## Ninja Magic

The actual 'ninja' in *Ninja* is ready for some serious action! Seen here are all the test animations for our hero in black. We can't wait to get down to some serious 'ninja-ing'!

HEY  
GANG!

IT'S TIME FOR LEARNING FUN WITH YOUR  
BIGGEST, BESTEST BUDDY...

# DINOSAUR CHRIS!

**H**ave you ever wondered what happened to the dinosaurs? Were they wiped out by a gigantic meteor from space, or did they just get too big for their own britches and eat themselves out of house and home? Since we know that this is just the kind of weighty ponderings that all videogame players indulge in when they're not gaming, we now present this interview with Dinosaur Chris, which first appeared in *Big Heavy Thoughts* magazine, under the title of 'Evolution - Just What The Hell Went Wrong?'.

**1** Dinosaur Chris, fill us all in on the demise of the dinosaurs. Was it the result of a massive meteor colliding with the earth, or was it some other apocalyptic event?

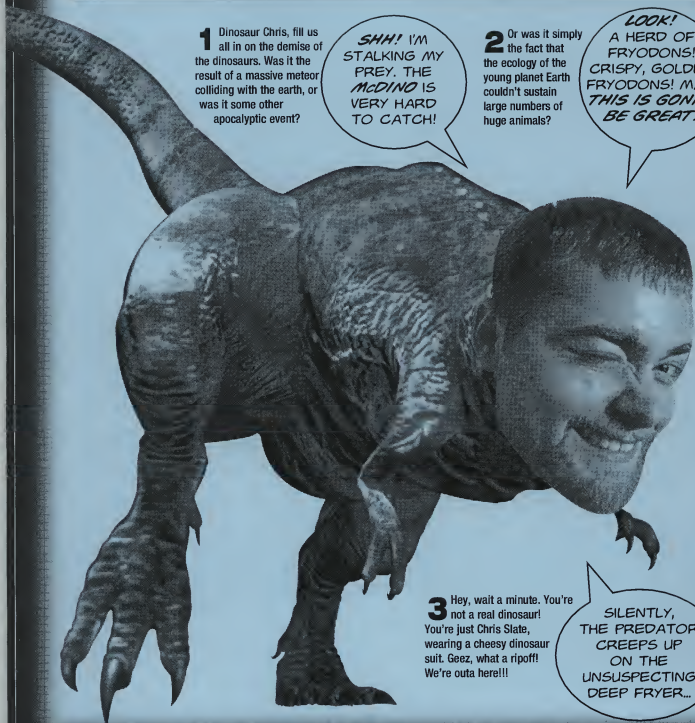
*SHH! I'M  
STALKING MY  
PREY. THE  
MCDINO IS  
VERY HARD  
TO CATCH!*

**2** Or was it simply the fact that the ecology of the young planet Earth couldn't sustain large numbers of huge animals?

*LOOK!  
A HERD OF  
FRYODONS!  
CRISPY, GOLDEN  
FRYODONS! MAN,  
THIS IS GONNA  
BE GREAT!*

**3** Hey, wait a minute. You're not a real dinosaur! You're just Chris Slate, wearing a cheesy dinosaur suit. Geez, what a ripoff! We're outa here!!!

*SILENTLY,  
THE PREDATOR  
CREEPS UP  
ON THE  
UNSUSPECTING  
DEEP FRYER...*





## NBA LIVE '97

ELECTRONIC ARTS • PLAYSTATION

### Secret Characters



1-3 Type the name of the Producer's and Programmer's names in the 'Create Players' Option. Make sure to push START at the last letter of each name or the code won't work.

1-3 Type the name of the Producer's and Programmer's names in the 'Create Players' Option. Make sure to push START at the last letter of each name or the code won't work.



Amory Wong  
Allan Johanson  
Brian Krause  
Dom Humphrey  
Daniel Ng  
Robert White  
Dan Scott  
David Bolo  
Sebastian Reinarz  
Sheila Allan  
Michael Vanasetja  
Casey O'Brien  
Daryl Anselmo  
Giovanni Sasso  
Kim Gill  
Mark Soderwall  
Greg Allen  
Cindy Green  
David Lavolette  
Adam MacKay-Smith  
Traz Damji

Steve Royea  
Crispin Hands  
Jeff Mair  
Sam Nelson  
Ed Fletcher  
Stan Chow  
Tammie Williams  
Michael Klassen  
Marcus Lindblom  
Dave Warfield  
Ivan Allen  
Brian Wideen  
Brant Nielson  
Aaron Grant  
Renata Antonic  
Zoe Quinn  
Sean O'Brien  
Novell Thomas  
Al Murdoch  
Ernie Johnson



## MR. ORIN 2

MICROPROSE • PC

### Cheat Codes



Hold down the ALT key while entering these codes.

Hold down the ALT key while entering these codes.

moola ..... 1000 BC

menlo ..... Adds a Robo Miner

einstein ..... Gives All Tech

iseek ..... Reveals Entire Map



## SONIC 3D BLAST

SEGA • SATURN

### Blast Code



1-3 Master Code - At the Title Screen, hold Up/Left on the directional pad, and press A+C+START. Start a game and then pause the game. Press the following buttons while the game is paused to enable a cheat. Have fun!



A ..... Skips One Act  
B ..... Skips the Stage  
          (Two Acts and  
          Boss Stage)  
C ..... Skips to Final Boss  
X ..... Gives One Life  
Y ..... Gives One Medal  
          (Get 10 for  
          a Continue)





# VIRTUAL ON

SEGA • SATURN

## Virtual Codes



**1-2 Play as VR Jaguarand!** - At the start screen, hold Down both the L and R Buttons simultaneously. If performed correctly, a chime will sound and VR Jaguarand will be selectable.

**3-4 Alternate Colors** - To change your mech's color, press the L Button instead of START to start a game at the Menu Screen.

1



2



3



4



## Attack Tips

**Special Attacks for Temjin and Viper 2** - Temjin and Viper 2 can perform special high-powered attacks if their weapon gauge is full. To do so, Jump and Press Up, Up+Y, Y while in the air.

**Crouch Attack** - To perform a crouch attack, Press Left or Right or Down+L Button+A Button+A or C or Y.



# AREA 51

WILLIAMS ENTERTAINMENT • PLAYSTATION • SATURN

## Kronomorph

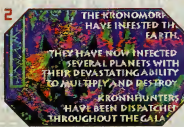


**1-3 Shoot nothing else but the first three STAA Team Members you see at the beginning of the game in order to acquire an alien point of view.**

1



2



3



## Secret Rooms

**Level 2 (Hangar)** - Shoot out all of the upper windows of the far back wall in the Hangar in order to enter the 'Chow Palace'.

**Level 2 (Hangar)** - To enter the 'Egg-cellent' Room, make sure that all of the yellow barrels are shot while riding on the forklift before you get to the parked trucks.

**Level 4 (Airport)** - Make sure that every yellow box is shot while riding in the STAA jeep to enter the 'X-Marks the Spot' Room.

**Level 5 (Office)** - Shoot the door-plate of the second door (marked General Weatherby) as the door is opening to access the 'Headquarters' Room.

**Level 7 (Abandoned Base)** - Shoot all of the yellow barrels at the first area where four purple zombies are throwing barrels on the hill to access the 'Chow Palace' again.

## The Showdown

**Level 8 (Mothership)** - Make sure that all of the panels are shot off of the Mothership before it escapes to get the good ending. If the Mothership escapes without having all of its panels shot off, the bad ending will be revealed.





# KILLER INSTINCT GOLD

NINTENDO • NINTENDO 64

## Golden Codes

**1-2 Play as Gargos** - Go to the Main Title Screen and don't press any buttons. Press Z, A, R, Z, A, B during the story intro which comes up to make Gargos a selectable character.

## Extra Options

Each time you finish the game on a new difficulty setting, more choices will appear on the Options menu.

For instant access to all the Options, press Z, B, A, L, A, Z during the story intro.

## Uniforms

To enable white uniforms for all characters, finish Training Mode at any setting with any grade. Now cycle through any character's colors until you find the white outfit.

Finish the Training Mode with an 'A' grade on the hard difficulty. Now start an Arcade Mode game and cycle through any character's colors until the gold outfit appears.

Finish the Training Mode with a Perfect Score on the hard difficulty. Now cycle through any character's colors until you find the black outfit.

To enable all the uniform colors without training, press Z, B, A, Z, A, L during the story intro.

**Note:** To select the new colors, keep pressing Up or Down to cycle through the colors while selecting a character.



**Level Select** - In Two-Player Mode, while selecting a character, hold the following button pairs. **Note:** To play alone, simply let the other player's timer run out.



Bridge ..... Down+QK  
Dojo ..... Down+QK  
Dungeon ..... Down+MP  
Heliport ..... Up+FK  
Jungle ..... Up+MP  
Museum ..... Up+MK

Sky Stage ..... Down+MK  
Space Ship ..... Up+FP  
Spinal Ship ..... Down+MK  
Stonehenge ..... Up+OK  
Street ..... Down+FP  
Wolf Castle ..... Up+OP

**Ending Credits** — Press Z, L, A, Z, A, R during the Story Intro.



# SHADOWS OF THE EMPIRE

NINTENDO • NINTENDO 64

## Challenge Pointers

Collect all the Challenge Points on the Easy setting. Then, during gameplay, hold down the camera button for five seconds to get the Leebos Scanner.

Collect all the Challenge Points on the Medium setting. Then, during the SkyHook Battle Stage hold down the Camera Button for five seconds to fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for an additional five seconds beyond that, you go back to the Outrider.

Collect all Challenge Points on the Hard setting to start with all weapons and invincibility for 30 seconds.

Collect all Challenge Points on the Jedi setting and the Wampas in the 'Escape from Echo Base' stage will follow Osh and attack enemies.



## See the Ending

Enter your name as 'Credits' (Note: this code is case-sensitive) and pick any level to play. Instead of going to that level, the game will reveal the ending and run the credits instead.



GET E

BEGIN TRANSMISSION...



IT IS COMING. GET READY.

12-13-96

18:00 PST

[www.psxpower.com](http://www.psxpower.com)

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# DIABLO

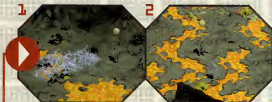
DAVIDSON • PC

## Tired of getting fried by demon spawn?



Diablo is a difficult game that forces players to rely upon their wits. But your wits can always use a little assistance. There are a number of

strategies that may be used to help kick some demon butt. Here are a few of them:



1 Lava can keep the buddies at bay. Zap them from a distance. 2 Golems aren't terribly strong, but they do occupy archers and sub-ubi that would ordinarily be shooting at you.

### Use the Witch

The witch is a useful source of elixirs and books for all classes. Elixirs generally cost 5,000 gold and go a long way towards increasing your attributes. The witch is also the easiest place to find upper level spells such as Teleport, Bone Spirit, Blood Star, Fireball and Golem. These spells are extremely difficult to find in the actual dungeons. While they cost a lot, they will more than pay for themselves over time.

### Use the Terrain

Doorways and narrow halls are the ideal places to make a stand. Mages should use spells (generally fire-bolt, fireball or lightning, depending upon the creature's immunities and resistances) and avoid hand to hand combat whenever possible. Warriors should hack and slash their way through enemies depending upon a superior armor class and health potions. Also, use obstacles, such as lava or steel bars, as an opportunity to pick enemies off from afar. Always make sure you have room to fall back to a safer location.

3 Make sure you have room to fall back if you need it. 4 Know which spells to use on which monsters. Throwing fire at fire demons is useless, but lightning works like a charm. 5 Get to Nightmare difficulty and raid the church levels for the gold you need to buy those books.



### Killing Bosses

For mages, the key to defeating a boss is the stone curse spell. Simply by turning them to stone, and beating them with whatever you have handy, you can easily defeat any boss. Warriors generally have to go toe-to-toe with bosses, again relying upon their armor and vitality to see them through. Rogues need to keep their distance from bosses, and pelt them with arrows or spells. Pick the location of your battle carefully. In the early levels of the dungeon, you may want to consider releasing the boss, and then running to an unobstructed doorway that has bars on one side that you can shoot through. By running in and closing the door behind you, it is possible to safely pelt your enemy with spells or arrows. In deeper levels, be sure you have a clear area in which to maneuver. The key is not getting pinned in one place.

### Shrine Listing

Shrines are a bittersweet offering at best. Some have beneficial effects. Others are quite harmful. Like mushrooms in the forest, the key is knowing what to touch, and what to leave alone. Here's an extremely handy list of shrines and what they do. Be sure to keep it nearby when playing.

Abandoned Shrine	... +2 Dexterity
Creeper Shrine	... +2 Strength
Cryptic Shrine	... Nova Spell trap
Divine Shrine	... Receive one potion of full health and one potion of full mana OR one potion of full rejuvenation
Eerie Shrine	... Decreases life, increases Mana
Eldritch Shrine	... All potions in inventory are changed to rejuvenation
Enchanted Shrine	... Increases the level of all spells
Fascinating Shrine	... Decreases Mana
Glimmering Shrine	... Identifies all unknown items in your inventory
Goat Shrine	... Random effect from this list
Holy Shrine	... Teleports to a random location in the dungeon
Magical Shrine	... Casts Mana Shield upon you
Mysterious Shrine	... Decreases some random attributes
Ornate Shrine	... Lowers Mana
Quiet Shrine	... Receive one full health potion
Religious Shrine	... Makes current armor and weapons more durable
Sacred Shrine	... Increases hit points, decreases Mana
Secluded Shrine	... Learn the complete map of the level
Spiritual Shrine	... Receive gold
Stone Shrine	... Reduces Magic
Murky Pool	... Receive Infravision for a short period of time
Purifying Spring	... Returns one Mana point for each drink
Blood Fountain	... Heals one hit point for each drink



# MECHWARRIOR 2 (PART 1)

ACTIVISION • PLAYSTATION

## Clan Wolf Campaign



While the Clans press on toward Terra, the Clan Wolf knows that it is their duty to protect those of the Inner Sphere and steer them back toward the unity that Aleksandr Kerensky once dreamed of, not to destroy them. Clan Jade Falcon is the most bloodthirsty of the invaders, and their warriors are Clan Wolf's fiercest foes. Clan Wolf must defeat them in this Refusal War to fulfill their destiny, a destiny that now rests with you. Use the following charts and intelligence reports to plan your missions. Fight bravely with the might of the Wolf behind you.

\* Look for more *Mechwarrior 2* strategy next month!



1



2



1-2 The actual game graphics may not live up to the opening sequence, but the 'in your face' action does!

### Mission 1

Clan Wolf now finally faces the Falcons in combat. Go behind the line of battle to destroy the chemical plant and inspect the wreckage of a fire base too make sure that the enemy has been brought to the ground. You will encounter opposition. Destroy them.



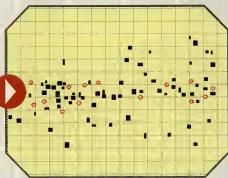
### Mission 2

The Falcons have a fierce grip on Sudetan, but with a two-pronged attack, the Clan Wolf can force them off-planet. First, strike the fuel pumping facility, then the Falcon HQ near the city of Webster.



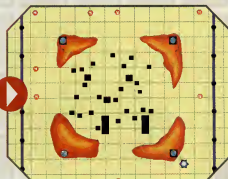
### Mission 3

There is an unconfirmed report that the Falcon occupational forces on Zoetermeer have moved their headquarters into the city of Salyn. If so, they have modified the city's power converter to run their Mech refitting plants. Inspection of the power converter has revealed evidence of tampering. If it has been in any way modified, destroy it.



### Mission 4

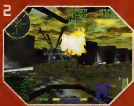
A T5 reconnaissance unit vital to Clan Wolf's success on Baker 3 has been damaged. Escort the dispatched repair vehicle to the T5, then defend them both until the T5 is operational.





## Icon Legend:

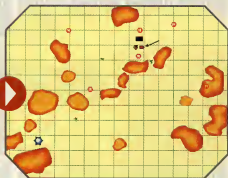
Hover Train	
Enemy Mech	
Structure	
Enemy Turret	
Enemy Aircraft	
Enemy Vehicle	
Mountain	
Power Up	
Drop Zone	
Engagement Sphere	



1-3 Mechwarrior 2 allows you to choose your killing distance, whether it's long range, short distance or 'up close and personal.'

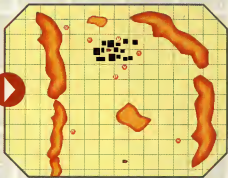
## Mission 5

Because of successes on the field of battle, your superiors have nominated you for a Trial of Position, one of the Clans' oldest traditions. Face other Wolf Mechwarriors, and defeat them to be granted a new rank.



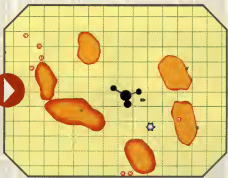
## Mission 6

A Sensor Array Dome has been established on MacDuff to monitor the Jade Falcons' movements. Defend it against any possible attack. The dome's data is vital to the Clan Wolf's position in the Devin system.



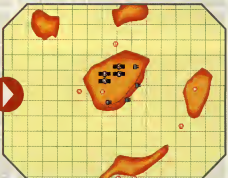
## Mission 7

A Falcon construction team has been detected assembling a Solar Power Array on Evclier. Destroy it before they complete their mission.



## Mission 8

Clan Wolf is near victory on Twycross. The Falcons are fleeing, and their headquarters has gone mobile in an attempt to escape. Locate the Mobile HQ and destroy all defenders, but leave the Command Vehicle unharmed. The Command Vehicle can be converted for use by Clan Wolf as long as it is undamaged.



# NETWORK CONNECTION

## LETTERS FROM OUR READERS...

**W**elcome to this month's new and improved Network! We've changed the layout to give this section a way cooler look and smoother read!

This month, along with a whole slew of great gaming questions, we wreak havoc on cats. Why? Well, it just seemed like the right thing to do.

If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below.

ULTRA GAME PLAYERS  
150 North Hill Drive  
Brisbane, CA 94005

### He's blue, too

From what I've seen so far in your magazine, the graphics for *Resident Evil 2* don't look nearly as good as the graphics in *Resident Evil*. First of all, everything is 'choppy' (the polygons are rough and jagged). And second, why are the backgrounds almost completely blue? Is this just because the screen shots you showed were not 100% done, or is this how the game will really look? Also, is there any word yet if you can walk around outside in the town? Doug Wilgo  
Danvers, MA

**CHRIS>>>** Well Doug, you've got to keep a couple of things in mind when looking at these new screen shots. First of all, most of them are from the same area, the police station, which does have a very blue color scheme in the backgrounds. But again, that's just one

area. Second, many of these first screens came from videotape and other not-so-great sources, so their quality is very rough. Rest assured, you won't be disappointed.

### Got it backwards

Hey **ULTRA Game Players**, I got a few questions for you:

1. When is *Tecmo Bowl* coming for the N64?
  2. Will they make a Beavis and Butt-head game for N64?
  3. Is Bill drunk because he's a weirdo?
- Josh Chaires  
Cochranville, PA

**GILL>>>** Hey, Josh, you sick little rat bas... oops! Anyway, let's answer your questions, DK? First, all of us here at UGP are praying that Tecmo Bowl DOESN'T make it to the N64. Why? Because that will make you cry. Secondly, no, they're not gonna make a B&B game for the N64, cuz that would make you happy. Finally, I'm not drunk because I'm a weirdo. I'm a weirdo so I can show up at your house wearing nothing but a paper bag on my head and carrying a big, sharp, bloody ax. And now, I have your address... heh, heh, heh...

### Time out!

I have noticed a very disturbing trend in the videogame industry, especially racing titles. It seems that almost all of the best racing games coming out implement a time limit for the races. Many of the developers of these titles are adding new features to make the games seem more realistic by adding

the ability to pull wheelies, powerslide, and peel-out. However, I personally feel that the timers take a lot of the realism out of these games. Among the new racing games coming out in the near future, many of them have a timer, including *Cruis'n The World*, *San Francisco Rush*, *Winding Heat*, *Rage Racer*, and *Wipeout XL*. I will not buy any of these games due to the lack of realism because of their time limits. Perhaps the developers could realize that many gamers do not like the timers and offer an option to turn them off, like most fighting games do. I believe that this feature would be a welcome addition to all racing games.  
Jeff Steeves  
Suffolk, VA

**MIKE>>>** Most of the racing games you mentioned are either arcade games or ports of arcade titles, and the time limit is put in these games so that the user has to spend more quarters. If there were no time limits, someone could play SF Rush for two hours on one credit. If you were next in line to race, I'm sure you'd appreciate a time limit. Other games like *Wipeout XL* are just copying the popular format. The reason for this is to give the player smaller goals



The new, meaner, leaner (except, of course, for Bill, who won't give up his beer) **ULTRA Game Players** team!

## PLUG IN & MEET THE TEAM:



CHRIS

"Basketball, anyone?"



GILL

"Hey, there's no 'r' in July!"



MIKE

"I am the soccer king!"



ROGER

"Where's the teriyaki sauce?"

within the race. I agree that racing games for home systems should have an option to turn off the time limit. Until then, stop dilly-dallying around and put the pedal to the metal!

## Evil kangaroos

I have a couple of questions for you: 1. Will Bomberman come out for the Nintendo 64 and if it does, will it be the old version or the 'new and improved' version with those kangaroos, which mainly suck? 2. Will there be another baseball game on N64 besides 'Pro-Yakkyu King'? 3. Will there be a version of Super Metroid on the N64? P.S. What the Hell happened to Bobo the clown? Luis Suarez a.k.a. 'Little Sprite' (not a soda) Calteixo, CA

**ROGER>>>** You ask, I answer: 1. Bomberman 64 is in the early stages of development, so I'd be surprised if it made it out in 1997. And yes, it probably will have those damned kangaroos. Super Bomberman 2 forever! 2. Ken Griffey Jr. Baseball 64 is scheduled for an April release — if it makes its release date (snicker). 3. Super Metroid 64 is definitely in the works, but there have been zero details regarding the game. P.S. Rumors abound, but the most likely ones have Bobo being named the Ambassador to Guatemala by Presidente Clinton, after a stint as Head Campaign Strategist for Bob Dole, or he might be working on the next Batman movie, where he will probably star as the evil twin brother of The Joker, seeking to avenge his brother's death.

**Yes, she is...**

Hey, I've got a question. If Paygnosis is fully owned by Sony, why do its games

come out on the Sega Saturn? I would really appreciate it if you answer my question. P.S. Anna Cobb is a chick! Kevin Buck West Linn, OR



Anna says 'I enjoy being a girl' And who could doubt her, with that sweet smile?

Aaron Guzik Stow, OH

**CHRIS>>>** It's a pretty weird situation, Kevin. You see, when Sony first bought Paygnosis, part of the deal was that the company would still function primarily on its own, and not as a fully-annexed arm of Sony. So, contractually, Sony can't do anything to stop Paygnosis from making games for any other system. It could even make N64 games, if it wanted. As for our Anna, yes, she is a chick. What did you think she was?

## Bad kitty!!!

I have a problem I hope Bill can help me with. I picked up a stray cat and named it Shang Tsung. After I named him that, I caught him stealing the souls of mice, squirrels, and birds he catches. I think it's cool, but he leaves the shrouded bodies withering away on the front step. He put a spell on the TV. He tells me he meets with Shao Kahn when he

**BILL>>>** Gee, Aaron, so this is how you pass the time in Stow, Ohio. Don't worry about the cat. Sure, he is possessed, but what isn't nowadays? There's no such thing as 'normal' TV watching, so I can't help you there, but what's the big deal with the hairballs? My cat, Genphis, makes the best. They're delicious with a hot Chinese mustard sauce, or in a bowl with milk.

**Top Left: Ken Griffey Baseball** — Three strikes and you're out!  
**Top Right: Bobo** says 'On mas Agon Caliente, por favor!' Now, what would he want with hot water?  
**Center: PC Bomberman** — We don't need no kangaroos, OK?  
**Bottom Left: WipeOut XL** — Feed the need for speed!  
**Bottom Right: Chris** practices his evil King Fu on a daily basis! We just wish he'd shower afterwards...



## VISIT OUR WEB SITE:

[HTTP://WWW.ULTRAGP.COM](http://www.ultragp.com)

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**BILL:** [bill\\_donohue@qn.imagine-inc.com](mailto:bill_donohue@qn.imagine-inc.com)

**MIKE:** [mike\\_salmon@qn.imagine-inc.com](mailto:mike_salmon@qn.imagine-inc.com)

**ROGER:** [roger\\_burchill@qn.imagine-inc.com](mailto:roger_burchill@qn.imagine-inc.com)

<http://www.ultragp.com>

ULTRA GAME PLAYERS 115

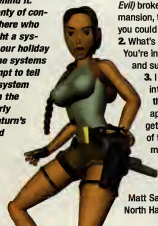


## No bias here

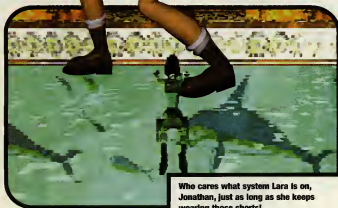
I feel as though your mag picks on my Sega Saturn. Saying that the Saturn is an unstable choice in your holiday magazine was a bit rash. I can understand ranking the Nintendo 64 lower, but the Saturn?

1. Do you favor the Playstation? Since you always broadcast your feelings, I felt like broadcasting mine!
2. Why do you feel that sales make a difference in the quality of a system? Jonathan Gordon Farmingville, NY

**MIKE>>>** *Aah, poor baby, were we being mean to your Sega Saturn? Wake up kid, we don't pick on any system or game without solid facts behind it. There are plenty of consumers out there who haven't bought a system yet, and our holiday analysis of the systems was an attempt to tell them which system does what. In the text, we clearly stated the Saturn's strengths and weaknesses. We did the same thing for the Playstation and N64. As for the*



Matt Salban  
North Haledon, NJ



Who cares what system Lara is on, Jonathan, just as long as she keeps wearing those shorts!

sales dictating how good or bad a system is, you misinterpreted that. What we're saying is that because the Saturn isn't selling as well, many third-parties will turn to Sony and Nintendo to make their games, leaving the Saturn without quality third-party software. If you're happy with your Saturn, then you have no worries.

## He loves the dead

- I love *Resident Evil*. I play it night and day. I would kiss the guys at Capcom, but that restraining order thing would be bad. I just want to ask you a few questions on some things:
1. To my dismay, my game (*Resident Evil*) broke. Whenever I go back in the mansion, the game freezes. Any help you could give me would be good.
  2. What's the plot in *Resident Evil*?
  2. You're in a police station for no reason and suddenly... there's zombies?
  3. I picked up a code on the internet. In the garden, you use the radio and a giant crow appears. When you kill it, you get a bag of gold and at the end of the game, you get to go to the mall. I can't make it happen.

P.S. If you put this in the magazine, I'll give back your cat.

Matt Salban  
North Haledon, NJ



Don't worry, Matt! We're sure *Resident Evil 2* will have just as many locations as the first one, if not more!

**ROGER>>>** *Man, have you got any MORE questions?*

1. Try cleaning the CD. Otherwise, call Sony and blame it on them.
  2. RE2 picks up where the first game left off. The virus has spread to Raccoon City and its citizens are turning into zombies. The new characters, Leon and Elza, are holed up in the Police Station and must survive seemingly impossible odds.
  3. My mom told me the same thing would happen if I ate all my vegetables, did all my homework, and didn't do any drugs. Well, the giant crow did appear, but all it did was take a crap on my car.
- P.S. Thanks! Please return him medium rare and make sure to send some Teriyaki sauce along as well.

**ROGER>>>** *It's always dangerous to buy other magazines, but permanent damage only comes from actually reading them. As for Sulkoden, we usually like to hide the reasons why we like a game somewhere in the review. Go figure. I've pretty much been dumped by all the great babes, starting with the Right Paddle in Pong. Okay, she didn't have a head or much of a body, but at least she was thin!*

## I'm OK, you're nuts

Hey Bill, how are you doing?  
P.S. How are you feeling?  
Richard Krasuski  
Chicago, IL

**BILL>>>** *I'll get right to your questions, Richard! I'm doing OK. I'm working on Network and thinking ahead to tonight's band practice, which should be fun, 'cuz when we're not rehearsing, we're playing Super Bomberman 2. Now for your second question: Nerves in the fingers send impulses to the brain, where they are interpreted as sensations. The brain then sends a feedback signal back to the...*

## Second choice

I have a confession to make. I bought another gaming magazine. But I didn't read it. I swear. What on earth did you find so impressive about Sulkoden that made you give it an ULTRA Award? Also, don't feel bad, Roger. You are too good for Sony. You might be interested in Sindel. She is feeling vulnerable, because Shao Khan left her for Sheera. Marco Cosby  
Monroe, MI

second graphics processor in Saturn, called VDP2 (Video Display Processor 2), has been underutilized. Nights was the first game to actually use that chip for animation effects. We are now working on ways to use the VDP2 to assist the main processor in running textures, polygons and animation. We can also off-load sound effects from the main processor to dedicated sound chips.

Other effects might be



Nights was the first game to utilize the VDP2 chip. Yuih!

## ASK THE INDUSTRY

Dear Sega,

All I want to know is how the hell are you

going to port over VF3 to the Saturn? I mean, the model 3 board surpasses the N64 and M2. That means that the Saturn will have to be upgraded in all capabilities, not just polygons. So how the hell are you guys going to do that?!! Whew!

Thanks for your time.  
Yours truly,  
Yuih Vehara

Yes, bringing Virtua Fighter 3 to the Sega Saturn will be a challenge. There are a number of options we have for utilizing the existing Saturn hardware to handle the processing requirements of such a high-end game. First, the





# THE JADED GAMER

**Y**ou know, I must get a hundred letters every week asking me about RPGs. And I never answer 'em, 'cuz I don't play the damn things. Why? Maybe if I describe a day in my life like an RPG, you'll understand. Let's go...

It's a Saturday, so my quest on this day is to bring the Sacred Foaming Amber Liquid to the Place of Cold Freshness. I leap from my bed and begin gliding my loins for the journey, when suddenly... I am confronted by the Hairball Spitting Genghis Khat! 'What dost thou want?' sayeth I. 'Feed me, or thy ankles I will surely bite!' replieth Genghis. So my quest is interrupted as I feed the heinous beast.

As I head towards the drawbridge (ten steps away from the Genghis Lair), my quest is again interrupted by the magical chimes of the Mystical Talker. 'What dost

thou want?' asketh I. 'The Magic Lake of Yerbackyard doth overflow into my castle,' sayeth the Nice Neighbor. 'Prey, startleth the Magic Sump Pump or I will surely sue thee!' Again, the quest is delayed as I start Lake Yerbackyard draining. That having been accomplished, I mount my trusty steed, Toyotatruck, (also ten steps away) and traverse the long miles to the Place of Lucky Numbers, which, verily, is always open. Even though the High Priest is from a strange, distant land and does not speak my language very well, we soon strike a bargain: he will grant me six full containers of the Foaming Amber Liquid if I forfeit but five of my Almighty Greenbacks. But alas! In my confrontation with the Genghis Khat, my purse had fallen from my armor! My Quest seems doomed, until I remember The Green Card of Excess, which I had procured earlier from the Smooth Talker of TV Fame! Placing my Card upon the Lucky Number Altar, the Sacred Foaming

**Above:** The heinous Genghis Khat, biter of ankles  
**Below:** At the never-closing Place of Lucky Numbers!

Amber Liquid is soon mine! Huzzah! (Huzzah???)

Jumping back into the heroic Toyotatruck, I am soon encooned back at my castle. The Foaming Amber Liquid has been poured into the Chalice of Great Regularity, which is soon embarked upon its own quest, upwards to the Jaded Mouth, when my Quest is foiled by the ringing of the Castle Bell. 'If I neglecteth to answereth, perchance the intruder shall slippeth away', thinketh I. But not Soon the very timbers of the gate are straining against the blows of some ungodly battering ram! 'Who causeth me grief?', pondereth (pondereth?) I, leaping to the defense of my domain.



I fling open the castle door, bearing that great weapon, Baseballbat, in my hand!

'Who goeth there?' I bellow, only to fall back in horror and dismay at the sight and sounds that now assaileth my ears.

'Hey, buddy, got another one of those cold ones for a thirsty neighbor?'

Now do you see why I don't play RPGs?

**Malicious ramblings from the man who's played it all**

**Join the Jaded Gamer on his next magical venture: The Quest for the Round, But Crispy, Flat Wheel of Tangy, Cheesy Goodness, wherein he will asketh the Magical Question: Can I geteth that with extra garlic, pray tell?**

**Top Left:** *Bomb Raider* — Great on any system!

**Top Right:** Roger posing for the Pontiac hood ornament.

**Center:** *W3* — A challenge for the Saturn?

**Bottom Left:** *Saikoden* — Deserves its *ULTRA* Award.

**Bottom Right:** *Resident Evil* — Everyone likes zombies!



accomplished by using the Saturn's multiple scrolling background plains. Our translation team is hard at work looking for new ways to maximize the Saturn's existing hardware. We should have more details on specifically how the

**You ask the questions, the experts answer**

translation will be accomplished later in the year, when we get ready to ship the product.

**Dan Stevens**  
Public Relations,  
Sega Of America

## ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

<http://www.ultragp.com>



## Never again

If the humor in Readers Network doesn't come back, I might have one of those spells again. It just might happen. I'm liable to send Bill some... CHEESE! HAH-HA-HA-HA-HA!!!!  
 Danny 'Boom' Bostick  
 Wildomar, CA

### BILL>>>

Hey, Danny, something is starting to sink around here and I think it's your letter! That's right, folks, the unthink-able has happened again! Mr. Bostick's letter contained a smelly, greasy, dried-out piece of what was once dairy product. Well, Danny, I want you to look back in your collection of Game Players and find the August '95 issue. Then, I want you to find page 9. See that picture of me there? Well, that finger gesture is just for you. Now, I have to put your full address on the Internet, so all of my pals can start sending YOU cheese... and milk... and butter... and sour cream...

### What a soccer...

I was stunned when I read that FIFA '97 was the best PSX soccer game. Are you nuts? Olympic Soccer rules!!! You can create ball swerves, diving headers, field

conditions, instant replay!!! Also, you gave Olympic Soccer an 8.3, while FIFA '97 got a 9.3. All I want to know is why!!! Joseph Orago  
 Staten Island, NY

**MIKE>>>** First off, the game in question is FIFA '96. The reason I enjoyed it better than Olympic Soccer is because of the massive options and extras, combined with smooth gameplay. I agree that as an arcade game, Olympic Soccer is better, but the simulation elements, full rosters, and leagues leave FIFA '96 as my choice. Olympic Soccer is still a great game, but I think most soccer fans will enjoy FIFA '96 more.

## No fingers here

In issue 93, I noticed on pg. 124 that you have a pack of soda. Right next to you, Mike is drinking a can of soda that resembles your pack, Chris. Now, I don't want to get

into your business, but did Mike steal that can from you? Because if he did, you should break his fingers, so he can only steal your soda, but not drink it. Remember this, 'You don't need fingers to type or play games.' All you need is teeth and pencils.  
 Louis Rodriguez  
 Shinjuku@xband.com

**CHRIS>>>** Did you notice that I wasn't drinking anything? Maybe there's a reason that I let everyone steal my cans. A twisted, sick reason...



Infamous  
 Issue # 74



## FAN SITE OF THE MONTH

**MANABYTE'S NINTENDO 64 PAGE**  
<http://www.ns.net/~jcon/home.htm>

We all know there's not that much software available for the N64, but whenever news or games are released, fan sites pounce on the chance to report it.

Enter ManaByte's Nintendo 64 Page. The site is, for the most part, devoid of any graphics. Because of this

ultra low bandwidth, ManaByte's page loads instantly and, even though the page isn't updated daily, it does have a lot of content that is worth reading.

Occasionally, ManaByte outpaces other sites on Nintendo news. This can be credited to his close ties with the retail industry. These tidbits alone make his site worth bookmarking. His reviews are short, but to the point. His release date list is one of the most accurate ones on the web. When all that counts is

content, ManaByte's Nintendo 64 Page delivers.



1. This is one of the few graphics you'll encounter.
2. The layout is simple and easy to navigate.
3. This area is dedicated to the upcoming Nintendo 64DD.
4. Nintendo's reviews are a little bit short, but they get the job done.

## SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!



Mani will introduce a high speed, variable disk drive for different types of games to be made. Imagine a 30MB cartridge within the game. 32 pre-set levels a game.

**Top Left:** Olympic Soccer — still a good arcade game.  
**Top Right:** FIFA — tons of fun!  
**Center:** N64 — soon to play sports games?  
**Bottom Left:** Hey, Bill, wanna play an N64?  
**Bottom Right:** Our Web Site of the Month!

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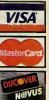






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31570	W/Urba, Justice	330	10032 Golden Axe 2
31571	321x2 Link	330	31781 VR Golf '97
32020	Money Card W/P	330	32026 W/Urba, W. Hagan
33151	Mossy W/Pad	332	29537 W/Urba Westlake
33152	24-XRome	340	Arceus Version
31556	20 Baseball	337	31229 Westlake
35511	ARAD Iron & Blood	342	32222 Wipeout XL
34001	Adrian Power		
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## SATURN

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25205	VR Soccer '98
31434	Galactic Attack
31435	Galactic Attack
30883	Grand Runner
31436	Guardians Heaven
33042	Hero's Journey
29310	High Velocity
31437	High Velocity
31478	Impact Assault
31479	Impact Assault
31480	Mental Kombat 2
10948	Myst
10677	NHL '97
25008	NFL G.O. Club '98
29772	NHL All-Star
29773	NHL All-Star
29774	NHL All-Star
10507	Out Runners
10654	Panama Race
3242	Real Race
29747	Star City CEO
10481	Skeleton Warriors
29748	Star City CEO
31481	Street Fighter Alpha
29749	Street Fighter, Move
29750	Street Fighter, Move
31527	Thematic Park
31528	Thematic Park
31472	Ultimate N.K.
31473	Ultimate N.K.
31474	Ultimate N.K.
31475	Ultimate N.K.
31476	Ultimate N.K.
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## A photograph showing three sports balls: a basketball, a soccer ball, and a football. The basketball is at the top left, the soccer ball is at the bottom left, and the football is on the right. The background is dark.

## PLUS

- The latest codes and strategy
- Reviews of all the latest games
- First-looks at tons of new games in development



**Issue 97 on sale April 29th!**

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Game Boy pocket.



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